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PSM2

#35

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VF4 EVOLUTION

FIRST REVIEW! Are Sega finally hitting all the right buttons?

FINAL FANTASY 10-2 VS XENOSAGA

EXCLUSIVE! Square battle Namco for RPG supremacy. We name the winner.

E3 PREVIEW

NEWS SPECIAL! Hot rumours from the biggest games show on Earth...

IT'S WAR!

MEDAL OF HONOR RISING SUN

WORLD FIRST! Frontline's sequel – exposed! Welcome to the jungle...

ENTER THE MATRIX

Get the FIRST hands-on verdict.

*DVD not available in the US or Canada

FIRST WITH...

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CHARMED FORCES: Capcom's latest – rated

THE HULK
BANNER IN THE WORKS: First play of Marvel's smash hit!

SPLINTER CELL
STEALTH FOOD: Gorge yourself on our tips...

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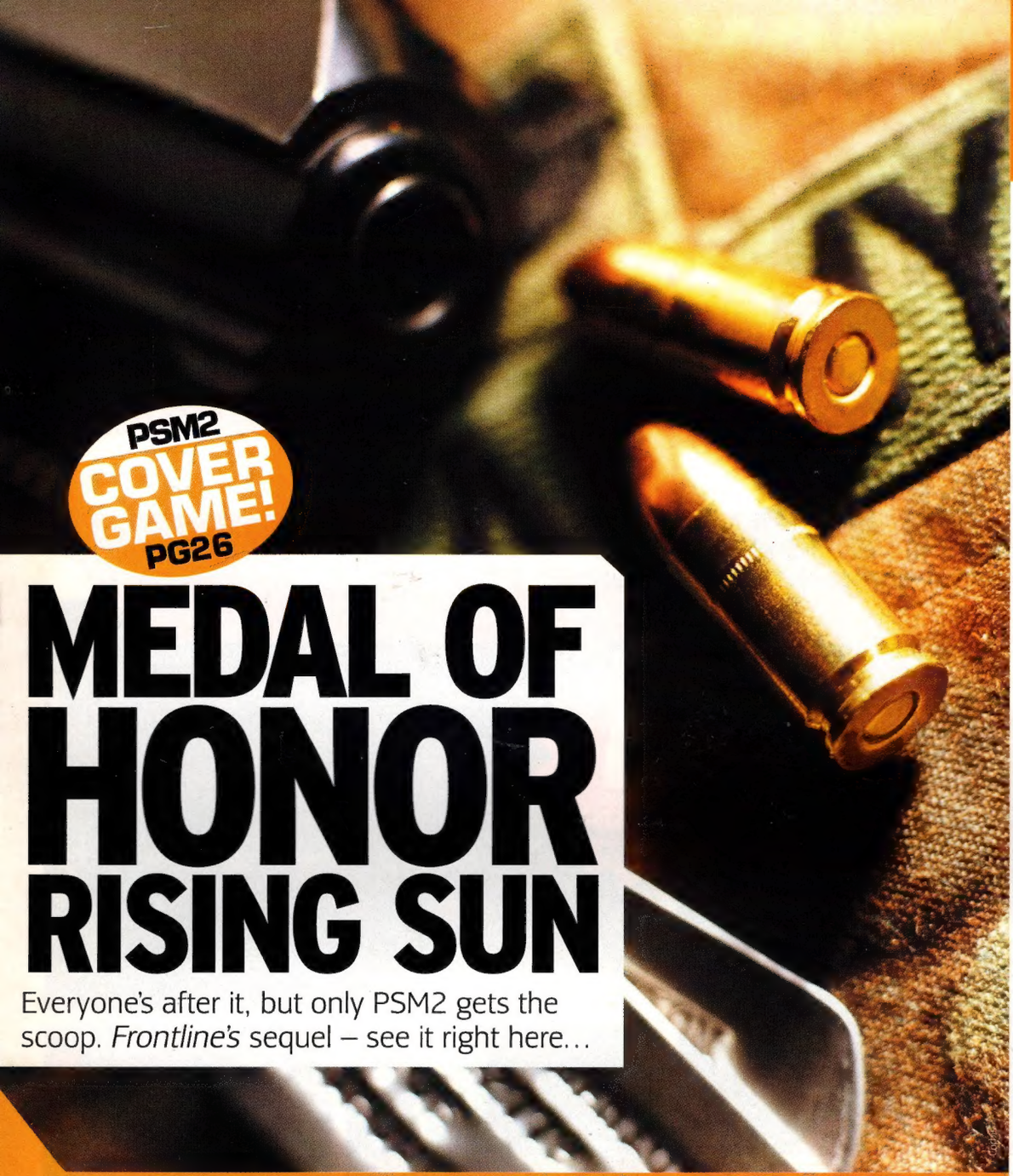
WELCOME TO PSM2



PSM2 COVER GAME! PG26

MEDAL OF HONOR RISING SUN

Everyone's after it, but only PSM2 gets the scoop. *Frontline's* sequel – see it right here...

HAS THERE EVER BEEN A FUNNY VIDEOGAME? NO, A *TRULY* FUNNY ONE.

One which tries to make you laugh on purpose, rather than through inept application of videogame logic. One that doesn't feel the need to batter you senseless with a bunch of bunny-hopping girls, their bongos flopping in the wind. A game that makes you snigger, shake and laugh out loud. We don't think there has. Not really. *Monkey Island?* Trying too hard. *Daxter*? Rubbish. *Rayman*. Oh look. He's so funny.

All that's set to change with *Futurama*. Dan D came back from the Swedish developers with a face permanently gurned into a Jack Nicholson Joker grin. "It's like playing an episode – *a full episode!*" he gushed for a full morning. And Dan's a hard man to please. Do drop by page 14 for his full hands-on verdict.

Actually, there's plenty of stuff to laugh at in the zany world of PlayStation. Our PS3 feature last issue, for instance. Most people 'got' the irony. Some didn't. Perhaps it's our reputation for being plain-speaking, no-nonsense truth-dishing kids that convinced you we had the genuine world exclusive on Sony's next machine. But it really was a picture of a toaster on a video recorder.

We're not the sort of magazine that tells you porkies month-in, month-out. Other publications might feel the need to, say, *scream* about *Gran Turismo 4* on their cover when they've clearly got jack shit about it inside. Hahaaaa. *Inspired*. We won't. But, hey, *watch out for our* MGS4 *cover next issue!*

Remember where you *really* read about the best games first, that's all we're saying...

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE
PSM2

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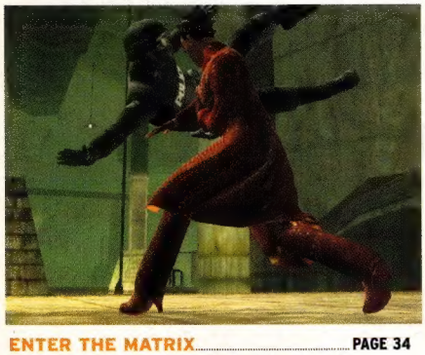
PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

コンテンツ

WORLD EXCLUSIVE!

MEDAL OF HONOR RISING SUN

From the discarded shell of *Medal Of Honor: Fighter Command* comes an all-new epic focusing on bringing down the Imperial Japanese war machine. It'll blow you away. We've got the world exclusive location report on page 26!



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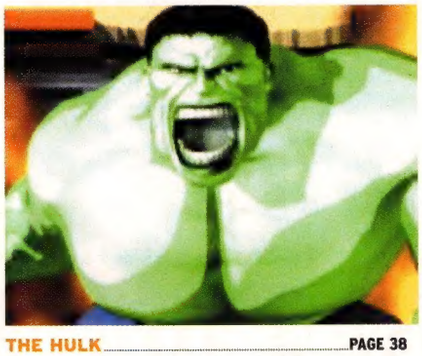

THE HULK ..... PAGE 38
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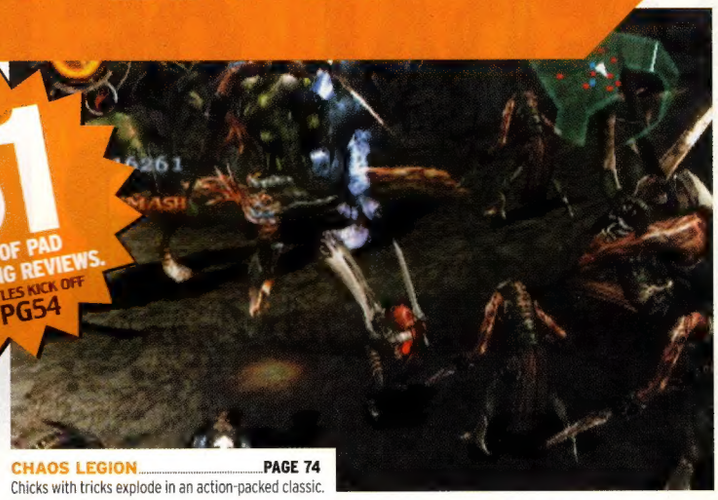

CHAOS LEGION ..... PAGE 74
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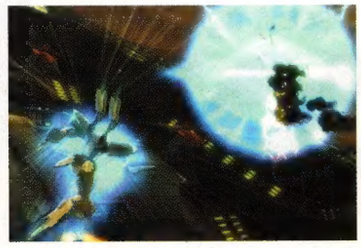

ZOE: THE 2ND RUNNER ..... PAGE 78
Has it got the zeal to appeal without an *MGS3* demo?

VIRTUA FIGHTER 4: EVOLUTION ..... PAGE 80
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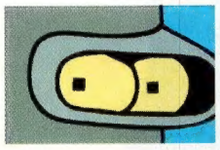
Stealing the show and bring it to you, a month early.

DANCING STAGE MEGAMIX ..... **PAGE 50**
Bop till you drop in the all-new disco inferno.

SPLINTER CELL ..... **PAGE 108**
Clancy's sneaker pimp, tipped to high heaven.



"IF ALL GOES RIGHT, THIS COULD BE THE FIRST ESSENTIAL GROENING LICENCE" FUTURAMA - PG14

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

10 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

12 LETTERS
Find out what *real* PS2 gamers are talking about.

18 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

26 MEDAL OF HONOR: RISING SUN
An epic, on-location report of the WW2 shooter's next advancement – complete with Pearl Harbor and the dense jungles of the Pacific rim. Standby for action...

ISSUE #35 "WHAT IS IT GOOD FOR?"
Just when we thought the war was won, *MOH*'s sights leave the Nazis for dead, trainign themselves on Japan's Imperial war machine and claustrophobic jungle warfare - co-op action and the battle of Pearl Harbor ensues. The best yet? Reckon so...

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PRIMAL ..... **PAGE 116**
A huge bloody great game like *Primal* needs to come with a map. So we've made one for you.

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 35

PSM2's the original, the pro-to-type. We're back on the scene with DVD rhymes flowin' like a mud slide. Flippin' the script, this disc is sick.

FREE! THE NO.1 PLAYSTATION.2 DISC!
PSM2DVD
VOL. 35 The HOTTEST games // The BIG
choice
EXCLUSIVE!
NEW! MEDAL OF HONOR: RISING SUN
NEW! X-FILES: RESIST OR SERVE
NEW! FREEDOM: THE BATTLE FOR LIBERTY ISLAND
NEW! FUTARAMA
Loaded with
WORLD FIRST!
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ONIMUSHA 3
ZUT ALORS! Believe your eyes – see Jean Reno leap into action in Capcom's all-new Samurai slasher!
FIRST AGAIN!
SILENT HILL 3
EXPERIENCE TRUE TERROR NOW...
Distressing new footage lifted direct from Konami's horror sequel. Don't watch it alone.
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ONIMUSHA 3

Samurais. In modern-day Paris. Fighting demons. Er... right. Yes, we know it's a bizarre concept, but after the (criminally) poor sales of *Onimusha 2* in Europe, Inafune and his Capcom associates have obviously decided to spice up the sequel with a little Continental flavour. So, along with 16th century feudal Japan, the action now takes place in Paris in the year 2004 and, along with the return of Samanosuke, the game will feature a second playable character, French soldier Jacques Blanc.

Watching the trailer, you may well recognise Jacques as none other than Jean Reno, star of Leon and The Big Blue. He's officially the hardest Frenchman that's every lived and his gruff voice has been known to dislodge fillings. Good stuff. Anyway, get on and watch the fantastic first trailer. Roll on 2004...

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

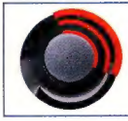
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

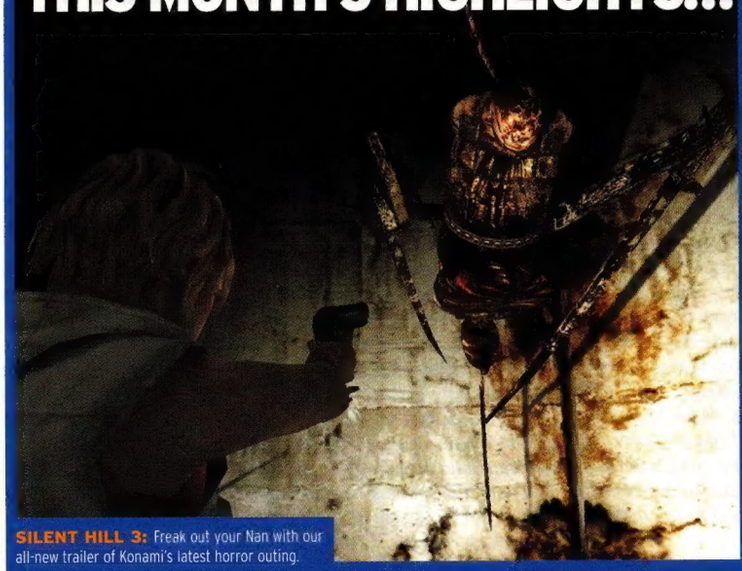
THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

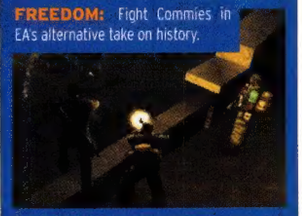
THIS MONTH'S HIGHLIGHTS...



SILENT HILL 3: Freak out your Nan with our all-new trailer of Konami's latest horror outing.

STARCRAFT: GHOST: Cool tactical action from Vivendi.

FREEDOM: Fight Commies in EA's alternative take on history.



XENOSAGA: Exclusive footage of Namco's epic space adventure.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

SOUL CALIBUR 2: The slicin', dicin' return of *Calibur*...

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

FUTURAMA: Kiss our shiny metal asses! Check out the first trailer of *Futurama* right here.

MEDAL OF HONOR RISING SUN: First ever top secret footage of EA's next big WW2 shooter.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 34's secret footage was a behind-the-scenes look at EA's upcoming *Def Jam Vendetta*. To find it, head to The Experts and press right off the highlighted box. Bosh!

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"I THINK PSM2 IS THE ONLY WAY WE'LL HAVE INPUT INTO THE CORPORATE MACHINE GAMING'S BECOME"

Dear PSM2,

It is a shame in the world of gaming, which has been creating cultural icons for generations now, that ingenuity has just... fizzled out.

I need to state that although EA do big business, they're the only company in the gaming world I despise. They are a heartless, game processing machine, and creating lifeless, half-hearted games based on franchises, designed purely to sell on the brand name, only pushes creativity further into a pit. *Harry Potter* or *Lord of the Rings* – would anyone really buy either if it wasn't for the books and/or movies? No, they'd be considered sub-standard or, at best, average.

Game companies need to take big risks sometimes on games that are original so that we will buy them. I understand that sometimes a game will show promise but ultimately fail and not have a big enough cash flow to undo the horror that has been born unto the world. But look at *GTA*. The game got considerably better by listening to the people and giving THEM what THEY want.

I believe that now is a time that standards should be set, and if a game is awful then they should be priced accordingly. *Silent Hill 2: Director's Cut* was just released with additional new features and game sections, all for £19.99. What a great deal. Not an awful game, but pricing to sell. Now *Harry Potter?* £40? Does it take 50 hours to complete? Does it offer anything unique? No it doesn't.

I think PSM2, which takes our ideas on board (thank you, btw) is the only way we will ever have some real input into the corporate machine that gaming has become. That is, until some of us get jobs in there and try to undermine them from the inside as part of Operation: Whoopass.

Mark H
Oldham

We have nothing more to add.

This is your chance to air your views on the hot potato of the moment: PS2 online gaming – no really, please do tell us if you give a shit.

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

PLAYSTATION 3

Dear PSM2

I read your article on PS3 with interest, and some amusement. It'll be a powerful console, no doubt, but the idea of inserting discs like a toaster made me laugh. It'll be just like the days of the SNES, when you could make the cartridges pop out by hitting the eject button.

Seriously, though – I'm genuinely excited about PS3's potential. The idea of two Cell chips 'sharing the workload' is a great idea, and including a hard drive will hopefully encourage more people to go online.

There is one thing, though – why, on the console, were there four DualShock 2 ports, but only one for the DualShock 3? Surely the way to go would have been to make the ports compatible with both controller types, just like PlayStation 2 did with PSone controllers?

Phil Tomlinson
Via email

PLAYSTATION 4

Dear PSM2

Me and my friends have been looking forward to PlayStation 3, so when I got hold of issue #34 and saw your PS3, I was pi**ing my boxers (just a saying). But when I opened the page, I was very disappointed.

The thing is, do you lot really think Sony are making a machine which looks like a toaster?

How do Sony think we're going to put that 'thing' under our TV, alongside a VCR, DVD player and Sky Digibox? It's got a stick-e-out thing on top. Also, Sony say that it will 'talk' and be happy when we play with it more. I'm not buying a pet, Sony, I'm buying a machine which you can play games on, ya know!

Leigh Bundock
Via email

ZOO STATION

Dear PSM2

Question: when is an exclusive not an exclusive?

Answer: when it's a shameless attempt to lure readers into buying your magazine by putting WORLD EXCLUSIVE! FIRST LOOK AT PS3 INSIDE! on the cover. Inside issue #34, we're presented with nothing but four pages of unsubstantiated rumour, hearsay (no, not that Hear'Say) and an artist's 'impression' of what a PS3 'might' look like.

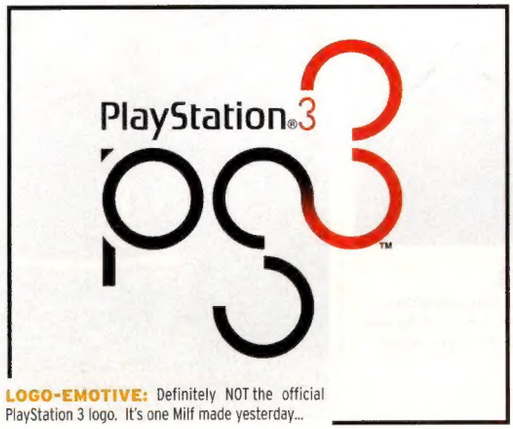
You try and cover yourselves by putting a quite confusing 'HONEST!' on the cover. How immature is that?

I hope for your sake it was an attempt at an April Fool's prank because it definitely fails at being informative or factual, which is what I've come to expect from your usually top quality mag.

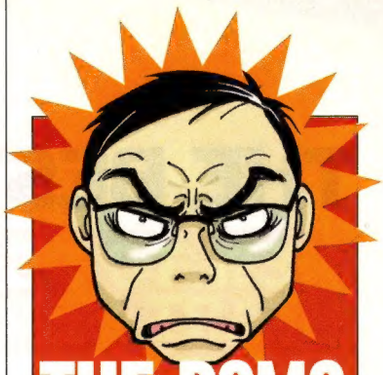
Lee White
Holywell

The whole idea of the PS3 feature was to ridicule those magazines that run such features with a carefree attitude to fact, and a head full of hype. You didn't really think Dan buttered himself up and slithered through Sony HQ's ventilation system, did you? The majority of it was *supposed* to be light-hearted (hence the ironic '*Honest!*' on the cover) – but where we indicate there are Hard Facts, that's exactly what they are. And yes, our artist's impression was *supposed* to look like a toaster strapped to a VCR...

WRITE TO PSM2 WITH: YOUR THOUGHTS ON GAME DESIGN... THE GAMES YOU WANT IN 2003... PROVOCATIVE QUESTIONS...



LOGO-EMOTIVE: Definitely NOT the official PlayStation 3 logo. It's one Milf made yesterday...



THE PSM2 RAGE GAUGE

&&&^@@@*•ÍÓIING HELL!

Dear PSM2

What the hell is up with the craze on dancing games? They're just plain and simple boring games. Pressing buttons, with which your character on the screen does not respond to. The only thing that helps the game is the dance mat, which costs another £X. They're just pathetic, you press this button now and that button then. And of course, thinking about a dance game, you might want to work a little more on the graphics. Ay? YAWN! The latest resident evil game, I think its resi 2 isnt it?

Matthew Harris, via email

BILKO

Dear PSM2

Just a quick letter to say that everyone seems to have missed a nod in *Vice City* – namely the airforce base. The base's name is Fort Baxter. Ring any bells? This is the very same place that Sgt Bilko is stationed!

Marten Richens
Via email

Anyone else spotted any 1950s B&W sitcom-referencing in games?

LENGTH

Dear PSM2

I don't think people understand about the length of games and DVDs. You can buy a PS2 game for around £40 and you'll get about 20+ hours of enjoyment from it. But if you spend the equivalent money on two DVDs, you'll only get about 8+ hours of entertainment before you know what happens next. With PS2 games, a different thing can happen each time you play them.

Also, DVD players cost around £200 – but you can buy a PS2 for that money which can play DVDs and PS2 games AND music CDs. So why do

YOUR GOOD ELF
EA come under attack this month, with accusations of churning out sub-standard software. Do you feel as passionately as Oldham's 'Mark H'?

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

COOL
How cool is it to be you guys?
James Matthews
Via email
Reasonably.

BETTER
How about a game based on playground football? It would be loads of fun! Like *Red Card* but better.
Jonathan
Via email
Yes. We recommend it's set in the year 2065 for maximum appeal.

DUMB
Are Squaresoft really dumb or something?
some_guy
Via email
We're sure the answer's 'no', but we'll dig around, and see what we can find out...

JOEL
Where has Joel gone?
Daniel Robbins
Via email
To write a book or two – but he's still applying his phenomenal PS2 knowledge to PSM2's reviews (see pg54)...

BAD
Is *Devil May Cry 2* really that bad?
Sam Harding
Via email
It's uninspiring, yes.

people spend so much money on DVD players? Also, why do the DVD controllers for PS2 cost so much? Everywhere I look they're £20 which really is too much when you can use a normal controller instead.
Andrew Edmonds
Via email
The official PS2 remote control improves playback, offering three different speeds of playback/search. It even comes bundles with a 'driver disc', which upgrades the DVD software in your PS2 – and yes, it even makes the notorious third disc in the Toy Story DVD box set play. That's why they cost more than the unofficial ones...

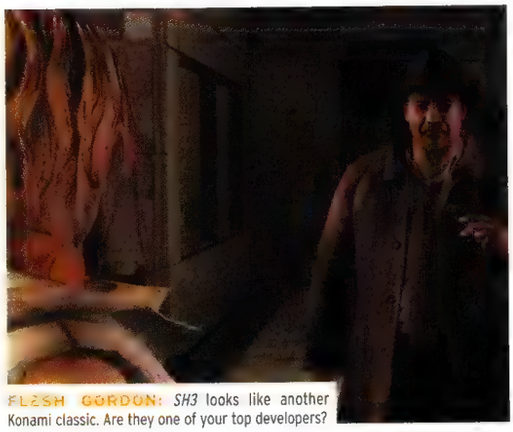
PUNTER
Dear PSM2
I'm writing in response to your 'boom or bust' article. The fact that developers expect Pete Punter to part with £35-40 for the sub-standard compost that they put on the shelves is pure arrogance.

The fact that game sales are down really doesn't surprise me. The gaming public are protesting with their wallets at the 'samey-similar' piss-poor games that people have seen all before. Yet narrow-minded developers expect you to buy them.

Maybe this is the kick up the ass they need for getting too complacent. I am 37 and just one of many older, mature and, more importantly, 'intelligent' gamers. We have the intelligence to keep our money in our pockets and not buy a useless game!

It's not rocket science – developers need to use a lot more imagination. They need to look up the words 'Quality' and 'Originality'. They need to know that if a game is good enough it will sell itself anyway, no matter what time of year it's released, Christmas or otherwise. PSM2 always prints letters about people who are getting fed up with sequels and poor film licences, yet are developers taking notes?

I thought the first rule of business was 'know your market'. So they should take note of what people don't want and give people what they do want – a quality original gaming experience without the usual dodgy camera angles.
Charlie
Swindon
The PlayStation 2 development community does read PSM2, Charlie. Your letter isn't the first to raise questions about the future direction of videogaming, but it's certainly the most passionate.



FLESH GORDON: *SH3* looks like another Konami classic. Are they one of your top developers?

"THEY SHOULD GIVE PEOPLE WHAT THEY WANT – A QUALITY ORIGINAL GAMING EXPERIENCE WITH THE USUAL DODGY CAMERA ANGLES..."

CRIMES
Dear PSM2
Violence in videogames has again been a feature in the news lately, with labour MPs blaming games for the gun culture and violence in the United Kingdom. I do not think that these games (eg, *Vice City*) play any part in the violence in this country. I believe that it's not videogames, or rap music that lead to gun crimes – it is guns. I think this fact has been overlooked slightly. If you want to stop gun crimes, stop the guns...
Charles Small
Carlby
If any MP happens to be reading PSM2 (and we know of at least one), please take note of Charles...

J-LO
Dear PSM2
Your article on the future of PS2 left me with many thoughts. As a gamer, I think I have a pretty unbiased opinion on the industry. Here it is:

I think in videogames, as in every other aspect of life, 95% of what's done is mediocre.

Take, for instance, the film industry. How many great films have been made in the past 75 years? Christ, even some Oscar-winners aren't that good! Take music. For every Nirvana or U2 or The Beatles, you get a million Britney Spears and Will Youngs. And take beauty. J-Lo wouldn't be so pretty without all the ugly looking girls out there.

What I'm trying to say is, we shouldn't complain about bad games. They are inevitable. Not every developer is as talented as those at Rockstar, Konami or Capcom. So it shouldn't be a surprise that sales bomb for them. Maybe if they were pickier about which game ideas they chose to develop they wouldn't lose so much money. Sometimes I wonder if they even play their own games.

I don't think there's a shortage of great games. If only five of them come out in 2003, then we're actually looking at a pretty good year. I mean, how many games can most people buy per month, anyway?
Sebastian Wilhelm
Via email
If we can't complain about bad games, what can we complain about? The points you raise are right, Sebastian – in any entertainment medium you're going to have briefcase-carrying investors out for a quick buck with 'me too' products. But we can see a few of PSM2's female readers questioning your whole J-Lo argument...

WOMAN
Dear PSM2
Mmmmm... It seems some of your female readers feel threatened by their computer animated counterparts. Fancy knocking *Final Fantasy 10-2* because Yuna is too sexy (Letters, issue #33). A woman myself – and a crap games player at that – I find a

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

SQUARE BARES: Making Yuna a little saucier for her comeback proves controversial. Or does it?

game's graphic design to be just as important as the gameplay. If Yuna is gorgeous enough to offend, then the graphics must be great. *FF10* is wonderful to play and the artwork is stunning. I say, give me more!

On a similar note, I do have one small concern regarding the 'new' Lara Croft. She wears far too much makeup for a woman who spends most of her time alone in tombs. Easy on the mascara, luv. But since most of the game is spent behind Lara, I don't suppose it matters...

Natalie Jordan
Dagenham

TOMB AND GLOOM? Lara Croft - role model or videogame plaything? Well, just look at that makeup...

SEXIST

Dear PSM2

What is 'Trinity' in the Letters section talking about? At least she seems to be in the minority. I'm 20, a girl, and true, I don't dress like Yuna from *FF10*. But that's because I'm *a real person*.

Games characters all have something that makes them stand out, that distances them from the run of the mill that we see in our lives. They have to be like this – Mr Smith going to work and having a lunchtime shite just wouldn't be interesting.

I agree that there's a lot more eye candy for guys in games. But you're right about the fact that there are more male than female gamers, so until the numbers equal out, who has a right to complain? Heck, I draw pics of game characters for a fanboy site, and character sets for amateur games – it doesn't bother me because I think they look cool, just as all the other girls I've done pics for think the same.

One thing, though – Raiden fighting in the bollocky-buff would be disgusting, but a topless (maybe trouserless, I'm like a fanboy, but female... hmm, confusing) Dante would be in a different league completely. They might not dress in as revealing a manner, but they're still good to look at!

Hey, at least not every girl's a raging feminist – how sexist can some girls get?

Jo Yelland
Via email

DON'T WRITE TO PSM2 WITH... WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

After these two letters and the others that've contributed to the debate over the last few issues, we suspect 'Trinity' is now fully aware of how many other girl gamers feel...

NIGHTMARE

Dear PSM2

Online gaming seems to be hindering Sony an awful lot.

I for one do not want my PS2 to be a computer. Online gaming sounds great at first, but when you look into it, it seems a complete nightmare.

Broadband seems to be going fine in America, so what's wrong with having it over here in Britain? Now it seems Sony think they won't bother until more people have Broadband installed, as the network adaptors just won't fly off the shelves.

Another problem is that it's very expensive. Fifty pounds to get connected, £40 for an adaptor, £45 for a game and £20 a month to stay online. So that comes to around £155 – all that for playing games against people you don't know.

Jack Tanner
Reading

It's all still about as clear as mud – particularly where cost is concerned. Sony have just released new info, which we analyse on pg22...

CHOOSE

Dear PSM2

If I went into a shop tomorrow and I *had* to choose between *Devil May Cry* or *DMC2*, regardless of price, which should I get?

The original's still the best. And it's only £20.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Game originality
PS3
Future of PS2
Online gaming
Devil May Cry 2

PLAYSTATION 2 MAGAZINE
PSM2

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NINTENDO GAMECUBE

PlayStation 2

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BENDER BLETHYN: Bender's abilities include, um, bending things - but can he snap bits of wood?

ZONE OF BENDER'S: Will Flexo appear? This could be him now, of course - the only difference is the tiny beard.

›FIRST PLAY プレイ

FUTURAMA: HANDS ON TRUTH

SCi's genuinely chortlesome platform adventure will leave you grinning not Groening – PSM2 jets to Sweden to deliver the early verdict.

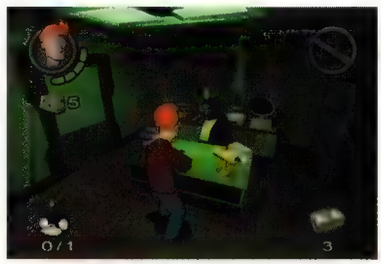
Mixed news, everyone – while *Futurama*'s shaping up as one of the best game licences ever, the universal appeal may be hampered by some niggling gameplay issues. Don't panic – this is in a different league to EA's diabolical *Simpsons Skateboarding*, but unless developers UDS address some – rectifiable – camera issues, the platform action may enchant and infuriate in equal measure. Sat in UDS's plush Swedish studios, PSM2 poked the developers until they gurgled truth...

Simpsons creator Matt Groening's production company's been heavily involved in the game – contrasting EA's efforts with *The Simpsons Road Rage* – writing an original storyline and approving animations. "J Stewart Burns (Futurama scriptwriter) gave us the script, a document like this <*holds hands wide*>... and he calls the game the 'lost' episode," reveals Lead Designer Mark McGinley. This isn't just marketing waffle – PSM2 was delighted by the one-liners and nudge-wink sight gags. It's like playing a broadcast quality episode, with over 25 mins of original CGI footage.

Forget the wonky cutscenes on the DVD – they've been remodelled at double resolution at Groening's request. Better yet, the humour's been successfully integrated – fembots dance in the red light district, Hermes gurgles under the influence of a brain slug, while Bender knowingly deadpans "Kiss my shiny you-know-what". It's *honestly* laugh out loud funny.

There're three playable characters, with 23 levels, spanning Planet Express to Old New York. Fry's section's a third person action shooter, Bender's is a *Crash Bandicoot*-style platformer, and Leela's is a pared down free-roaming beat-em-up.

"BENDER KNOWINGLY DEADPANS, 'KISS MY SHINY YOU-KNOW-WHAT'"



SLUG HEAP: Jamaican limbo-king Hermes isn't playable - not sure whether Fry's going to crack him with that hammer.

There'll also be sub-games where you pilot a mechanised chicken and ride Zoidberg's 'stallion' (a giant rat) over a swamp. Depth is provided with simple logic puzzles (like number sequences), hidden Nibbler cages – which unlock movie extras – and a post-level ranking system akin to *DMC2*.

Currently, the game's betrayed by basic camera issues – scenery occasionally obscures the screen – while the level design makes too many assumptions, leaving you wondering where to go next. In fairness, the team have got over a month left, and these quibbles should be sorted. Repeat, *should*.

PSM2 RECKONS *As hardcore fans, we were astonished by the sardonic humour, but worried that UDS may not have time to smooth out some niggling graphical glitches. If all goes right, this could be the first essential Groening licence in history. At worse, it's an expensive – hilarious – new episode, punctuated with thumb-tingling busy work. Remain cautiously excited for a full report next issue.*

INTERVIEW

METAL HAMMER

Warhammer 40K: Fire Warrior is a first-person shooter that's 40,000 years in the making. These aren't toy soldiers – this is the real thing.

Stardate 56:003:24 2003. Location: Games Workshop's HQ in Nottingham. To be honest, we were expecting a smallish building, filled with people filing paperwork, and perhaps a solitary elderly security guard shakily rolling up his Old Holborn. How wrong we were.

The GW HQ not only houses the paperwork of a company that made over £10 million last year, but is also home to their vast warehouse and factory where every one of the hundreds of Warhammer figures is made. They've even got their own pub. Now that's impressive.

In a hushed turret, we caught up with the latest build and Producer James Brooksby of developers Kuju. "Thirty companies pitched for the rights to make a Warhammer game," he declares, "but we were the only one to pitch an FPS – the rest were RTSs or sims of the Warhammer hobby. That's why we got the job."

It's an ingenious move really. The Warhammer 40K world is a rich, packed, [illegible] with hardware and [illegible] to be brought to life. And what better way to view them than up close and in-your-face? The Space Marines are *40K*'s best recognised characters, so rather than play as a Space Marine we chose the relatively new Tau race," explains James. "Not only do they have all the best weapons, but this means you can experience the Space Marines close up. If you were playing as a Space Marine you wouldn't get to fight them, and that's an experience missed."

"IT STARTS WITH A RESCUE MISSION THEN YOU ESCAPE IN A SPACECRAFT"

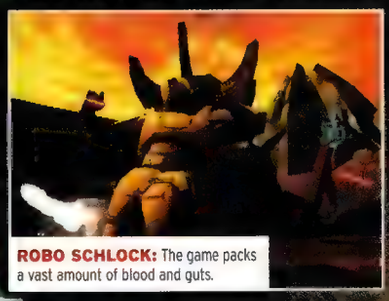
"We've played a lot of *Halo* and *TimeSplitters 2*," he continues. "We've got a great 'live-and-learn' system where your shield will top up if you keep out of trouble. It's bad when you pop your head around a corner and, bam, half your life-bar's gone."

"And we've got some great voices that'll really bring these established characters to life. Like Sean Pertwee, Brian Blessed, David Yip (a PSM2 favourite) and Peter Serafinowicz, who did the voice for Darth Maul in Star Wars." Christ. "When Peter speaks it's amazing. He's got this brilliant 'evil' voice that he's done for us."

And what of the 20 levels in the game? It looks like they're going to be *intense*. "It's all set in a single 24 hour period," James gushes. "It starts with a rescue mission then you escape in a spacecraft, but you're boarded by Space Marines. You take the battle inside their ship which is like a huge cathedral in space, and the game then takes on a much more stealthy survival-horror style." We're intrigued and scared already.

PSM2 RECKONS *Famous subject matter aside, this is an FPS that demands to be played even if you don't know your Space Marines from your Space Hoppers. Lots more very soon.*

ARMOUR GEDDON IT: The Space Marines are *Fire Warrior's* principle players.



ROBO SCHLOCK: The game packs a vast amount of blood and guts.

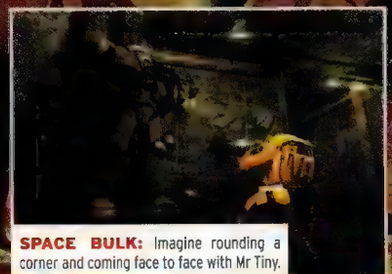
GAMES WORKSHOP
THE HOBBY

There's a Games Workshop store near you. You can't miss them. They're red and yellow and are full of Nirvana T-shirts. Perhaps we're being slightly unfair, but the Games Workshop 'hobby', as they call it, does have all the 'cool' of a manned mission to the Sun.

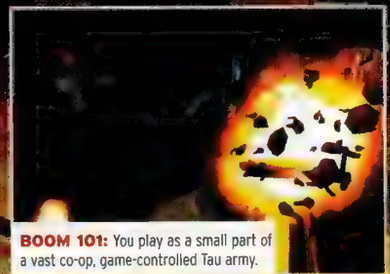
It involves the collecting of model kits of soldiers, which must be glued together and painted. Painted! When was the last time you saw a 16-year-old with a steady hand?

Still, they sell thousands of Warhammer 40K (the sci-fi series) and Warhammer (the goblin series) kits every day. Thank heavens they've finally turned it into a videogame – keeps the geeks off the streets.

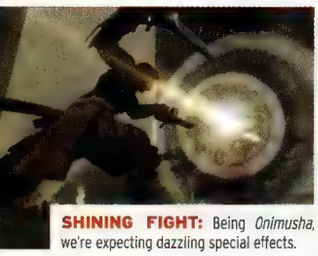
TAU POW: You play as one of the Tau troops, and wear fetching yellow armour.



SPACE BULK: Imagine rounding a corner and coming face to face with Mr Tiny.



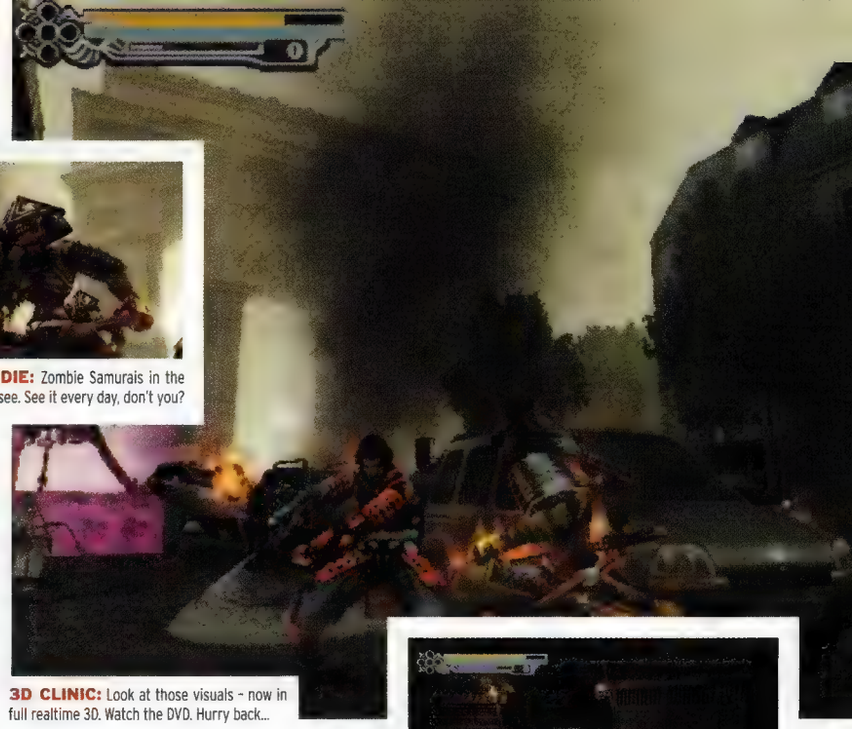
BOOM 101: You play as a small part of a vast co-op, game-controlled Tau army.



SHINING FIGHT: Being *Onimusha*, we're expecting dazzling special effects.

HACK-RE BLEU: The unfortunate Parisians were having a *really* bad day...

SAMUR-DIE: Zombie Samurais in the Champs Elysee. See it every day, don't you?



3D CLINIC: Look at those visuals - now in full realtime 3D. Watch the DVD. Hurry back...

>PSM2 FIRST LOOK ブラスター

BLASTER OF PARIS

Capcom go on the slash with *Onimusha 3* – mopping zombies off the Parisian streets with a cleaner and a Japanese popstar.

As a general rule, we try to avoid dancing around our desks and shrieking "This is BRILLIANT!" at the glimpse of a baggy eyed Frenchman, but it's not every day that your favourite actor gets digitised into your favourite game series. That's right, the balding soldier in the screenshots is none other than impossibly cool French actor Jean Reno, star of cult films Leon, Nikita and, um, Mission Impossible – and co-star of the forthcoming *Onimusha 3*. His partner in crime? Akechi Samonosuke, the hard as diamonds star of *Onimusha*, played by obscenely funky Japanese actor Takeshi Kaneshiro. Can this get any better? Eh? *Eh?*

Spookily enough, yes. For the first time, *Onimusha 3* will feature full 3D backdrops, abandoning the pre-rendered look of old. Basically, this allows the camera to pan and swoop dramatically – a bit like *Resident Evil Code: Veronica* – making the zombie-cleaving action more cinematic than ever. At a recent press unveiling in Paris, legendary producer Keiji Inafune revealed that the control system would be subtly enhanced to suit the 3D backdrops – more climbing and acrobatics, perhaps? – but wouldn't move into the analogue territory of *DMC2*.

Plot details are being kept secret, but hero Samanosuke returns to battle demon lord Nobunaga before some sort of time travelling mishap shunts the parties to modern day Paris, 2004, where we bump into hard-nosed cop, Jacques Blanc (Jean Reno), who's fighting off the zombie invasion. We get to use two playable characters – possibly simultaneously, if Inafune can believed – contrasting frantic swordplay with gunmanship á là *Devil May Cry*. One thing's sure, *Onimusha 3* will be the last game in the series. "Every story should have an ending – and this is the end of *Onimusha*," confesses Inafune.

Intriguingly, if rumours can be believed, Reno *wasn't* the first choice actor – Capcom had approached a big Hollywood name, but negotiations broke down at a late stage. "All the guy was interested in was money. We ended up with Reno because he's a cool hip figure and he understood the game," explains Inafune. The unnamed star was apparently a big action hero during the '90s – inside betting says chubby egocentric Steven Seagal. <Cough> True. <Cough>

SWORD AND SLAUGHTERY: Samanosuke's blade can be devastating.

PSM2 RECKONS *This is BRILLIANT! We loved* Onimusha 2 *for advancing the series with subtle RPG elements, so we're expecting the third to make equal advances with combat. Sadly, the game doesn't launch in Japan until March 2004, so UK gamers are in for a loooong wait.*

"THE SOLDIER IS IMPOSSIBLY COOL FRENCH ACTOR JEAN RENO"

LEON ON ME: Jean Reno's likeness is uncanny. Will his rough vocals make it as well?

GREAT HALLS OF FIRE: Meanwhile, back in Japan, things are getting a little heated.

TRAILER OF THE DEAD

Haven't seen the tantalising teaser trailer on this month's DVD? Don't sweat – we've condensed the highlights in handy strip-o-vision for your delectation to the right. When Reno and Samanosuke started waving their weapons side by side, Dan almost *popped* with excitement. Really...

FOURCING THE ISSUE: *Blade Warriors* offers four-player *Powerstone*-style fighting in the *Onimusha* Universe

DOUBLE EDGED PHWOAR: The chance to pit Samonosuke against Jubei? We'll have some of that please...

FOREST JUMP: When there's a lot of characters on-screen, the camera zooms out to accommodate them. Nice...

DOCK OF THE SLAY: Multi-levelled scrapping and magic powers should make for some quality battles.

›PSM2 FIRST LOOK フハワヌ

ONIMUSHA BLADE WARRIORS

Four-player carnage with deceased actors and chubby monks. Remind you of anything? Good.

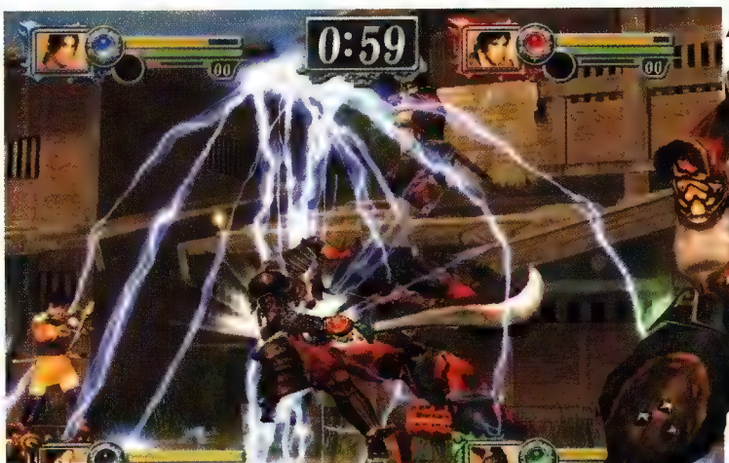
Finally, a chance to settle the biggest playground debate since Spider-Man versus Batman (Spider-Man, natch, unless Batman has sufficient preparation time), by pitting *Onimusha 2*'s rugged yet enigmatic Jagyu Jubei against the prequel's pretty boy Akechi Samonosuke. Even if these names sound like miss-spelt Chinese dishes, you should still be excited about *Onimusha Blades*. Imagine free-roaming Dreamcast scrapper *Powerstone*, but with characters you actually like. Hmmm...

The game lets you select various characters from the *Onimusha* series, including Samanosuke, Magoichi, Oyu, the saucy Kaede and even some of the bad guys – rumours say red chinned Gorgandantess – then pit them against each other in a battle of swords and sharp sticks. Side-stepping the one-on-one beat-em-up format, the game allows up to four fighters into the melee simultaneously – ducking between multiple levels and fighting from all directions. Soul sucking and magic attack power-ups should add an element of tactical nous.

The scraps will take place in locations loosely based on the first two games, with the camera zooming in and out to accommodate the fighters, even splitting in two when necessary. Pleasingly, Capcom have confirmed that the fighting system would be the same as it is in the regular game. Make ours a level three hammer attack, please.

PSM2 RECKONS *Sounds ace, but Capcom are billing this as a family game in Japan, so no blood or limb lopping. We're crossing our fingers for a bloodied UK update, due sometime early 2004. Oyu versus Kotaru, Ekei versus Magoichi... it's all too much.*

"IMAGINE POWERSTONE, BUT WITH CHARACTERS YOU ACTUALLY LIKE"



ARE FIENDS ELECTRIC: Powering up attacks allows for some hefty damage.

WHO'S WHO?

Don't know your Oyu's from your ears? Gather round – we've outlined the major characters from the series below, sorted by overall toughness and propensity for ranking.

AKECHI SAMONOSUKE

Yukichi Kawahara, Japanese heartthrob and actor/singer/model

Onimusha

A veteran samurai sworn to prevent Nobunaga from enslaving the kingdom and capturing Princess Yuke, who dies within two minutes of the intro sequence, and is promptly resurrected by the Genma spirits to complete the mission. Lucky, eh?

JAGYU JUBEI

Isseki Matsuda, late Japanese actor from Ridley Scott's Black Rain

Onimusha 2

Jubei is based on the historical figure of Muneyoshi Yagyu, founder of the legendary Yagyu Shinkage swordfighting school. A rock hard wandering swordsman, and the offspring of an unholy dalliance between his swordsman father and a white demon – hence his mystical powers.

NOBUNAGA ODA

Onimusha

Nobunaga was a real life historical figure who attempted to unite Japan by force. However, in the game he cops an arrow through the throat and signs a maniacal pact with the undead. Possibly not his best decision ever. Anyway, artistic licence, eh? After Samanosuke sort of defeats him, he reappears stronger than ever – as a bloody big dragon – in the sequel.

JACQUES BLANC

Destiny foists this gun-slinging soldier to become the new Onimusha when zombies invade Paris in 2004. Little is known of his motivation, but we're betting he's a trust no-one, cool-as-ice type who shoots first and asks questions later. Check out Kenos Ito in the trailer... Tasty.

KAEDE

Ambiguous ninja female leader and suggestive love interest for Samonosuke – odd, since she was originally hired to kill him by the Iga Ninjas before a swift change of heart – Kaede makes a brief playable appearance in *Onimusha* before disappearing off the face of the earth. Ninjas, eh?

WIN! A PS2 PLUS PRIDE GAMES AND DVDS

We've been criticised for 'sensationalising' the sport in previous issues, but for the uninformed, this is honestly how it works. Two men enter the arena in pants, engage in long periods of strenuous cuddling before one fella gets on top, and either a) breaks the other chap's arm, b) inexplicably makes him cry, or c) smashes his face until it sounds like a spatula whacking a trifle. Occasionally, someone gets fruity and attempts some kung fu kicks, but they usually end up on the canvas with a shiny face awaiting the hundreds and thousands treatment. It's a bit like physical chess interspersed with flashes of breathtaking violence – tediously tactical but sadistically captivating.

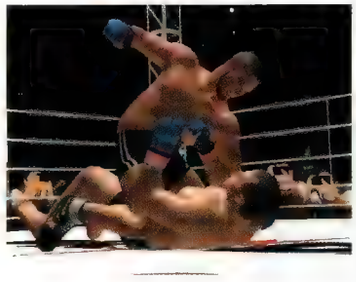
In any case, the game is pretty fab. THQ have signed up all the sport's major stars – like, er, Don 'The Predator' Frye – with signature moves like Kazushi Sakuraba's cartwheel. The jab-counter-grapple interplay has been perfectly replicated, with tactical energy management and a liberal hosing of the red stuff. No permanent facial deformation, mind, so we can only presume the licence prevents fighters being given the Mr Potato Head treatment, a bit like *GT3*'s car damage.

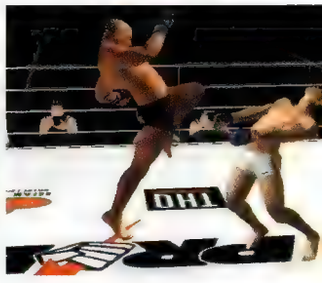
Thanks to our pals at THQ, we're giving away five copies of the game, ten Pride DVDs and – to one lucky winner – a PS2, punch bag and boxing gloves. Plus there'll be some assorted *Pride* T-shirts and other choice tat. To be in with a chance of winning these top prizes, answer the simple question below:

Brazilian Muay Thai expert Vanderlei Sliva's terrifying nickname is:

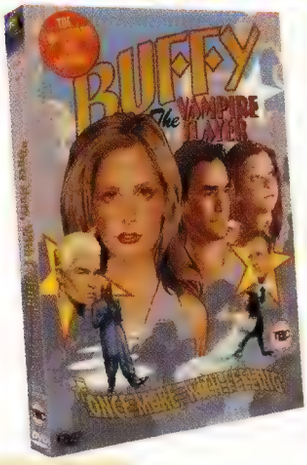
1) Oopsie Daisy
2) Mr Ass
3) The Axe Murderer

Answers on a postcard to: **Here Comes the Pride, PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.** As usual, the Editor's decision is final and no correspondence will be entered into. Strictly one entry per person, thanks.





WIN! A DVD PLAYER AND THE BUFFY MUSICAL DVD!



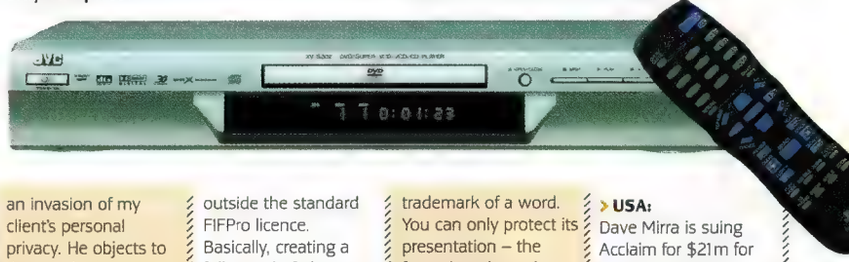
She can save the world from the powers of darkness and chase down demons in ridiculous shoes, but now Buffy is facing her biggest challenge... holding a tune. Sunnydale has fallen under a curse which is causing the populace to break into song when words alone cannot express their feelings. It's – literally – the karaoke from hell as Buffy, Spike and the Scoobs suffer an acute case of jazz hands.

Discover if Buffy is more Whitney than, er, Britney in Buffy the Vampire Slayer's most celebrated episode – Once More With Feeling – available on April 14th, with exclusive extras which reveal how Buffy went showtime. Thanks to our friends at Twentieth Century Fox Entertainment you can win a copy of Once More With Feeling and a fantastic JVC DVD player so you can actually watch it and everything. Then there's a copy of said DVD for nine runners-up! All you have to do is answer this simple question. Grrr-argh!

What weapon does Buffy usually use to slay vampires?

a) A minute steak
b) A wooden stake
c) A gun

Answers on a postcard to **Jim'll Crucifix It, PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW**. No correspondence will be entered into and the Editor's decision is final. No multiple entries – we'll chuck 'em in the bin.



BYTESIZE

› JAPAN: PS3 will launch – *<drum roll>* – in 2003, according to a Taiwanese manufacturer producing chips for the new console. The story was reported by respected US news source Bloomberg, but quickly denied by Sony. "These reports are false. Decisions regarding the name, specifications, pricing and launch date of our next console haven't even been finalized yet," rebuked a Sony Japan spokesperson. Our opinion? Late 2004 at the *incredibly* unlikely earliest.

› EUROPE: German goalie Oliver Kahn is suing EA for his representation in *FIFA World Cup 2002*. "The game is being sold without Oliver's agreement," reports Kahn's lawyer. "This is an invasion of my client's personal privacy. He objects to the way he is presented in the game." The repercussions are serious – if Kahn wins the case, players could try to negotiate individual contracts outside the standard FIFPro licence. Basically, creating a full squad of player likenesses could prove a financial and logistical nightmare, even for leviathans like EA. On the bright side, British law prevents the trademark of a word. You can only protect its presentation – the font, size, shape, logo, for example. We'll be following this one closely, and let you know what develops... for the love of Lenny, no more Oranges62 in the Dutch team.

› USA: Dave Mirra is suing Acclaim for $21m for using his image to promote *BMX XXX* after the termination of their agreement. Mirra felt the association would have a negative impact on his name. Gnarly, indeed.

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›SHOW RUMOURS 2K4

E3 WORLDWIDE

PSM2 ducks behind the velvet curtain to reveal the biggest games of 2004 – exposing the future of PS2, one month ahead of schedule.

With the world's greatest videogame show™ less than a month away, PSM2 contacted its global network of journalists, industry analysts and blabber mouthed developers to unearth the most exciting games of E3. Not just the obvious stuff – like *GT4* – but potentially massive, unannounced titles like *The Sims 2*, *'Splitters Online* and *MGS3*. We'll be filtering the lies from the red hot rumour, in the most up-to-date, unabashed E3 exposé available as the ink hits the print.

Who will steal the show? Which games will you be shelling out for once we reach the Chrismas boom? Will Sony really announce *GT4 Online*, and – ohmigod – PS3? All these questions, plus the hotly-tipped shocks, sequels and potential disappointments are outlined here. After a bleak start – *DMC2* anyone? – 2004 is quickly blossoming into a vintage year for gamers. Yeah, we know we say it every summer, but you just try to disagree once you've cast your eyes over these two pages… trust us, you'll be pleasantly surprised.

USA ACTIVISION

Dead Certs: *True Crime, Return to Castle Wolfenstein, Gladius, Wrath*

Probables: *THPS5, Star Wars: Galaxies, Pitfall, X-Men RPG, xXx*

Potential Shocks: *X-Men 2, Fantastic Four, Iron Man, Full Throttle 2*

Key Facts:
Activision's stand will be – and we quote – 'very different' this year. That means no half-pipe or, we presume, the usual reliance on extreme stars like Hoffman, Hawk and Slater. Their line-up will be spearheaded by movie licences – *X-Men 2* perhaps, if we're lucky – with a dusting of *Star Wars*, possibly *Star Wars: Galaxies*, the MMORPG* currently handled on PC by Sony Online Entertainment. Expect *Galaxies* to migrate to PS2 in a similar vein to *Everquest* – another Sony Online venture. Oh, more *THPS* as usual, with the Hawkster recently quoted as saying he wants to take the game back to its roots, so players start as an unsponsored rookie before climbing the career ladder. Activision have also signed Peter Molyneux's *The Movies* – a *Sims*-style movie directing game.

* Massively Multiplayer Online Role Playing Game.

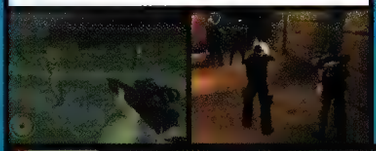
USA EA

Dead Certs: *FIFA 2004, Madden 2004, Medal of Honor: Rising Sun*

Probables: *SSX 3, The Sims 2, Skate or Die, LOTR: The Return of The King, Freedom: The Battle for Liberty Island*

Potential Shocks: EA Big's fabled mountain biking game, *NFL Street*

Key Facts:
EA's predictability is endemic of their mass market strength – expect more *LOTR*, *Madden*, *NHL*, *Tiger Woods*… with some genuinely exciting left(ish) field announcements like *Skate or Die*, *SSX3* and a hush-hush stealth-based ninja game that's currently being acquired from another developer. No, not *Tenchu*. Like last year, we've been enlisted to help out with *FIFA 2004*, so no doubt it'll still be worse than *PES3* despite our animated and vehement protestations and mile-long wish list. If they omit the Welsh team *again*, Dan *will* be livid.



USA ROCKSTAR/TAKE TWO

Dead Certs: *Celebrity Deathmatch*

Probables: *Project Manhunt, The Warriors*

Potential Shocks: *GTA* for kids – title unspecified

Key Facts:
Expect another *GTA* pseudo update – *Sin City*, *San Andreas* or whatever you want to call it – by this Christmas, while Rockstar are secretly beavering away on *GTA4* – possibly a full blown PS3 sequel. *Project Manhunt* has been confirmed in a recent shareholder statement, though details are scarce. *The Warriors* is based on the ace, über violent '70s gang war flick and might possibly resemble *State of Emergency*. After a recent PSM2 trip to see *Midnight Club 2*, a Rockstar developer let slip he was working on a comic-themed, artwork heavy project for a Christmas release – *Manhunt*, perhaps? – which is "so dark it makes *Max Payne* look cheesy".

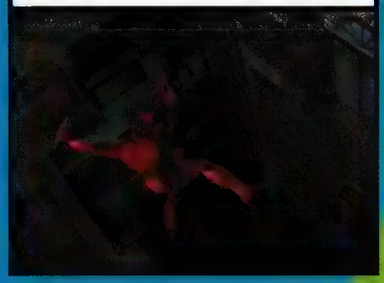
USA THQ

Dead Certs: *Smackdown 5, Sphinx, Tak and the Power of Juju, Alter Echo, Splashdown 2, Warhammer 40,000: Fire Warrior*

Probables: *Daredevil, Punisher*

Potential Shocks: *Red Faction 3*

Key Facts:
Business as usual. More *Smackdown!* – probably not online – plus a slew of titles recently announced in Las Vegas (see PSM2#34). Despite rumours of key departures at developers Volition – angry at tight deadlines compromising *Red Faction 2* – expect a Geo-Modded sequel. The only other rumblings are *Daredevil* and *Punisher* – surely due for the *Max Payne* treatment.



EUROPE INFOGRAMES

Dead Certs: *Driver 3, Enter the Matrix, Dungeons and Dragons Heroes*

Probables: *Stuntman 2, Mission Impossible, KYA: Fury of Brazul*

Potential Shocks: *Terminator 3, Transformers Tatakai*

Key Facts:
Post *Matrix*, a surprisingly quiet year for Infogrames. *Driver 3* won't kick into gear until July, so expect a compromised E3 demo. *Stuntman 2* is in development – we've seen it – and expect a few film licences, like *The Terminator 3*, plus two or three AAA surprises.

BEST OF THE REST

MIDWAY to reveal *Espionage*, *Spy Hunter 2*, *The Suffering* and *Narc* – a PS2 remake of their side-scrolling junky-blasting coin-op where you literally blow people limb from limb. TAKE TWO will be impressing the assembled with *Max Payne 2*. ACCLAIM consolidate with *Beach Volleyball*, *XGRA*, *Alias*, *I Gladiator* and *Speed Kings*. But no *Burnout 3*. Bugger.

RUMOUR MAP

236 REASONS* TO LOVE PS2

*Most of them good. Honest.

EUROPE EIDOS

Dead Certs:
Lara Croft Tomb Raider TAOD, The Italian Job, Spanx, Fear Effect 2

Probables:
Fighting Force 3, Nightfall, Hitman 3, Soul Reaver 3

Potential Shocks:
TimeSplitters Online, Deus Ex 2 Invisible War

Key Facts:
Lara should *finally* be finished, so Eidos can unveil Core's newbies – *Fighting Force 3* and *Nightfall* – as exclusively announced back in PSM2#32. The BIG shock here could be *TimeSplitters Online* – as hinted by Core boss Adrian Smith in the same interview. *The Italian Job* – based on the forthcoming movie remake featuring Mark Wahlberg, Jason Statham, and – for the love of Caine – Mos Def – shouldn't be confused with SCi's previous game on PSone. *Hitman 3* will run on the modified Glacier engine with revolutionary polygon lighting. In English, then – it'll look 'cool' according to our recent chat with developers Io-Interactive.

EUROPE SONY

Dead Certs:
Jak & Daxter 2, Destruction Derby Arena, Amplitude, Hardware, Rise to Honor

Probables:
GT4 Online, Ratchet & Clank 2, Kin, Downhill Domination, Syphon Filter Online, Dog's Tale, a *Getaway* sequel or add-on, *Arc the Lad Online, Arc the Lad Twilight of the Spirits, Jackie Chan Adventure, Deka Voice, Ghost Hunter, Axel Impact*

Potential Shocks:
ICO 2 (or *Dragon Peace*), *G-Police Online*, PS3, hard drive, redesigned PS2.5, including a Network Adaptor and hard drive

Key Facts:
Sony have 'accidentally' leaked their E3 line-up to win the invisible battle for mind share – scoring a crucial early victory over Nintendo and Uncle Bill. Hence the 'PS3 to debut in 2003' stories that have been circling the Internet – it's all stage-managed PR tongue wagging to create excitement and keep people talking about Sony. *GT4* is almost definite to debut, albeit in video form, but won't launch until 2004. The line-up is almost impossibly strong, but look for surprises from *Kin* (the Lost Boys-developed FPS) *Downhill Domination* (surely an extreme sports racer?) and – nerk – a potentially redesigned PS2 incorporating a hard drive and Network Adaptor. There might, *might* even be a PS3 announcement, but you didn't read it here.

JAPAN CAPCOM

Dead Certs:
Resident Evil Dead Aim, Onimusha 3, Onimusha Buraiden, Resident Evil Online

Probables:
Ghouls and Ghosts Online, Maximo 2, Red Dead Revolver, Glass Rose, Mega Man X7, Gregory Horror Show, Capcom Fighting All Stars

Potential Shocks:
Resident Evil 5, Street Fighter 4, Bionic Commandos update

Key Facts:
Resi 5? Really? Suffice to say, the game isn't covered by Nintendo's previous exclusivity agreement. *Onimusha 3* looks ace – see pg16 – but won't debut until 2004, while *Ghosts and Goblins Online* is sparse and incredibly early. All considered, another solid AAA line up.

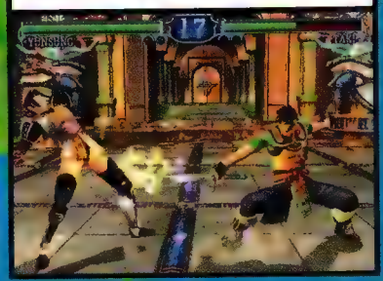
JAPAN NAMCO

Dead Certs:
Soul Calibur 2, Time Crisis 3, Moto GP

Probables:
Ace Combat 5

Potential Shocks:
Tekken 5, Ridge Racer 6

Key Facts:
Namco are currently recruiting for a new *Tekken* game, so part five may make a sneak appearance. Otherwise, a solid but uninspiring display.



BEST OF THE REST

SEGA are rumoured to surprise the crowds with *Golden Axe, Sega Rally 3* and – possibly – *Outrun*, plus *VF4 Evo, King of Route 66, Virtual On: Marz* and a new action-themed Sonic team game. SQUARE ENIX to show *Drag-on Dragoon, FF10-2* – in English, mind – *FF11, Star Ocean Till the End of Time*, plus those biggies *Dragon Quest 8* and *FF12*. KOEI will lead on *Dynasty Warriors 4* and *Nobunaga's Ambition Online*.

EUROPE UBI SOFT

Dead Certs:
13, Crouching Tiger, Hidden Dragon

Probables:
Prince of Persia, Project BG&E, Charlie's Angels

Potential Shocks:
Erm... *Batman Vengeance 2*

Key Facts:
At the time of writing, Ubi Soft's PR rep didn't even know what titles they'd be announcing – even when we acted like babies and called them a liar – so your guess is as good as ours. Is it really too early for *Splinter Cell 2*?

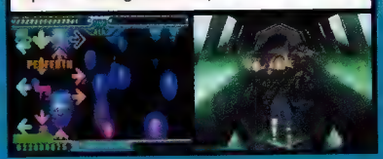
JAPAN KONAMI

Dead Certs:
Castlevania, Cy Girls, Dancing Stage Megamix Max

Probables:
Teenage Mutant Ninja Turtles, Gradius V, McFarlane's Monsters, K-1 World Grand Prix, PES3

Potential Shocks:
MGS3, Axelay 2

Key Facts:
Konami are making one MAJOR announcement at E3, and we'll eat our bandanas if it isn't *MGS3*. *Castlevania* will make its public debut – exciting stuff – while *TMNT* and *McFarlane's Monsters* – based on the model figures from the creators of Spawn – could go either way.



BEST OF THE REST

BAM! to rally with Ice *Nine* and Computer Artworks' *A sound of Thunder* (PSM2#32). EMPIRE have the fantastic-sounding *Bullet Proof Monk, Ghost Master, Bad Boys 2* and *Real Fishing*. CODEMASTERS will debut *Colin 4* – fact – plus a new, apparently revolutionary rhythm action title which might – according to a trusted source – make use of a digital camera á là Eye Toy.

SCi have *Futurama, Reservoir Dogs* and *The Great Escape*, while VIVENDI's big push includes *The Hulk, Starcraft Ghost, The Hobbit, Mace Griffin Bounty Hunter*, and *X Files: Resist or Serve*. WANADOO to show *Pro Beach Soccer*, action shooter *Ironstorm* and WW2 RPG *Behind Enemy Lines*. LOST BOYS working on a – possibly ill-timed – Vietnam war-themed FPS in addition to *Kin*.

BUBBLING UNDER...

TRAVELLER'S TALES – developers of *Haven* – researching co-operative two-player third person action adventure in the vein of *Baldur's Gate*. CRITERION working on major project – not *Burnout 3* – to be unveiled by a BIG publisher, possibly a destructive free-roaming racer.

>ONLINE GAMING フルフヌ

ONLINE: ON TARGET?

Yes. It's happening at last. PS2 is going online... sometime soon. Arse...

On Friday, March the 7th 2003, Sony finally announced their online plans. After months... no, wait, make that *years* of speculation we finally understood just what Sony was launching, how it was going to work and what the future of PS2 was going to be like.

Only of course that's not what happened at all.

Regular readers of PSM2 will know that we haven't been exactly gushing about PS2 online for a while now. We've mocked Kaz Hirai, the Sony America CEO, holding up a network adaptor at E3 for three years running. We've followed every broadband/analogue/AOL/Netscape wrangle. And finally we ran a six-page feature on the thing which began with a two-page picture of a turkey.

Well the good news is that we're almost, *almost*, there. We know what the games are, we know how much it's going to be (£39.99 and £5 postage and packing), we even know the date that Sony 'would like' online to Officially Launch in the UK. The real question mark still lies over how exactly you're going to get that box connected to the outside world, how much *this* is going to cost and whether it's going to be a breeze to connect or a right royal pain in the arse.

Plus there's the small matter of what exactly is going to be waiting for you when you get there...

Here's the full story so far.

THE FACTS

All of the below are completely, undeniably true.

FACT 1: IF YOU'VE NOT GOT BROADBAND YOU CAN FORGET IT

But then you knew this already. The American modem has the option to use a dial-up connection – and a socket the right size on the adaptor – the UK version does not. You won't be able to connect cheaply (though slowly) over a phone line. The first thing to do, therefore, is get yourself a broadband connection – see later for your best options with this.

To be honest, it's debatable how good the system would have worked had Sony offered this option in any case. All of the games currently being touted are broadband-only. Broadband is so much faster and Sony UK feel that they'd rather show off the system at its best.

FACT 2: YOU WON'T BE ABLE TO 'GET ON THE INTERNET'

Yes it's connecting to somewhere and something, but it's not 'the Internet'. There

"WE HAVEN'T BEEN EXACTLY GUSHING ABOUT PS2 ONLINE FOR A WHILE NOW"

HIP HIP HIRAI: Kaz Hirai, President of SCEA, shows off the lovely Network Adaptor. For the third year running...

2020?

FUTURE SHOCKS: When will the thing actually be available? Will Kaz still be at it next year? Or the year after...?

was talk of an AOL and Netscape deal way back in 2000, but both these deals have fallen by the wayside. These companies may be supplying technology to Sony, but running AOL and a Netscape browser on your PS2 – as we did at E3 in 2000 – is now no longer an option.

So, in basic terms, there'll be nowhere on screen for you to type in your 'www' addresses, and there's no 'www.bloke@home.com' type email either. If you want 'the Internet', you'll have to get yourself a Mac or PC.

FACT 3: YOU CAN SIGN UP NOW

Excitingly enough, you can register your interest to get your PS2 online right now. Go to www.uk.playstation.com and click on the 'Enlist Now: Sign Up For Network Gaming Here' banner that you'll see there. You'll then be asked to key in details about yourself as well as complete a short section about 'the online experience'. It

KO COMPUTER: Like the look of this? Well we may still get the monitor and keyboard, but you can forget the Net.

"YOU CAN REGISTER YOUR INTEREST TO GET YOUR PS2 ONLINE RIGHT NOW"

seems Sony want to know what they should put online so that you're not disappointed when you finally get there. They've helpfully presented a long list of possible features, such as 'chat rooms' and 'downloadable demos' for you to tick. So you tick them all... Of course.

You're then registered as 'showing an interest' in PS2 online. First step done.

FACT 4: YOU HAVE TO BE 'CHOSEN' TO GET INVOLVED

At this early stage in the proceedings you have to be selected by Sony to have the *right* to buy an adaptor for your PS2 and get yourself online. Once you've registered your interest it's time to sit back and wait. Sony will be selecting 'a number' of PS2 owners to take part in the first proper online trials 'at the end of March'. That means April. This month. If you're selected, they'll email you and invite you to buy the online adaptor package for £39.99 from Sony's secure shop. Only those people selected will be given this option.

The package will contain the broadband-only UK PS2 network adaptor (which, as we all know, plugs into the back of your PS2), the *SOCOM* headset (which fits on your mouth and ear), and a special 'network only' copy of *SOCOM*. This is the *SOCOM* game with the one-player mode removed – ie, it only features the online game (and it's unclear as to how much of that online game you're going to be getting). Fortunately when the full game is released, you'll be sent a free copy (making your 'test' version redundant and a little piece of salable videogame history).

Sony are eager to stress that there are no 'right answers' to ensure that you are selected. We reckon that Sony's tech-heads will predict how many people will be able to play without putting a strain on the system, and invite precisely that number of people to join based on their location in the country.

FACT 5: THIS WILL – INITIALLY – BE THE ONLY PLACE TO GET THE PS2 ADAPTOR

While the PS2 adaptor will be going on sale in shops at some stage, the only way to get one ahead of the 'proper' launch is to go through the online selection process and hope you get lucky.

However, you can bet that over the next few weeks there'll be plenty of unscrupulous dealers flogging their adaptors (or perhaps even just the password that'll allow you in to the website to *buy* the adaptors) on Ebay.

FACT 6: SONY ARE RELEASING SOCOM ON MAY 30TH

May 30th has long been rumoured as the launch date for PS2 online. This has been the date confirmed as the release date of *SOCOM* in the UK.

Unfortunately, this is not yet the guaranteed launch date of the network kit... Given that trials with the first batch of invited users only start this month, odds are that the system won't be completely ready, and that configuration program tweaked to perfection, until June.

SOCOM is a fine single-player game, and let's not forget that the headset works in single-player mode too, allowing you to control your comrades through voice commands, so you can play the game and enjoy it without actually being online.

The idea is that people rush out and buy *SOCOM*, as it's the first online game, play it to death in single-player mode, and then have a reason to buy the online kit when it eventually launches to the public. Trying to flog a £40 game and a £40 adaptor on the same day is a much harder job.

FACT 7: SONY HAVE ALREADY SIGNED DEALS WITH FOUR OF THE UK'S TOP BROADBAND SUPPLIERS

Deals have been stuck with Freeserve, BT, NTL and Telewest. The deal basically takes the form of these guys endorsing PS2, promising that it will work with their broadband systems, and that they're happy that people will be connecting PS2s to their networks and calling their technical support lines if it doesn't work.

What they're not doing is guaranteeing anything or – at present – putting together any special 'PS2 broadband package', which we'd hoped for way back when. Right now – and for the foreseeable future – the only way to get your PS2 online is to buy/subscribe to one of their existing home computer-based broadband set-ups. You'll then have to 'hijack' this connection for your PS2 by either connecting your PS2 to your computer or by pulling the broadband lead out of your computer and putting it in your PS2 instead.

FACT 8: SONY HAVE CREATED AN ONLINE HUB FOR EUROPEANS CALLED CENTRAL STATION

We've uncovered details of Sony's online 'hub' known as Central Station. This is a place your PS2 can connect to when it goes online. In America, there's no central PS2 hub, the network merely connects your game to other copies of the same game running on other people's PS2s. If you start up your PS2 without a disc this will be where your PS2 will go.

Central Station is where Sony will be putting all that stuff you asked for when you registered your interest. At the early stages it will be a rather barren affair but we think you can expect a chatroom, a basic news section (with content lifted from the www.uk.playstation.com site) and video ads for all the online games.

If Sony do eventually launch the hard-drive, Central Station will become the Sony entertainment hub we've all been imagining and you'll be able to download music, videos and demos. But this may never happen. See Rumour #3.

MIKE AND THE MECHANICS: The headset that comes with *SOCOM* can be used off-line as well as on.

KEENER ARENA: *Destruction Derby Arena* is just one of the games being prepped for online play in the UK.

JUSTIN CRASH-ANY: The version we played looked just fine, and the six car line-up worked a treat, too.

THE RUMOURS

And now for some of that famous PSM2 speculation...

RUMOUR 1: WHAT'S IN THE BOX?

We predict that the box will contain the adaptor, a manual and a pair of discs. One of these will contain the software required to network your PS2, the other will have a selection of playable demos. The American demo disc features demos of *Frequency*, *Ape Escape*, *Madden 2002* and a code to exchange one copy of *Twisted Metal: Black* for *Twisted Metal: Black Online*. Expect the UK pack to be a little more generous with – hopefully – demos of *SOCOM: Navy SEALs*, *Black Online*, *Destruction Derby Arena* and *Hardware* in there too.

RUMOUR 2: HARDWARE WILL BE GIVEN AWAY FREE

Hardware game – an online spin-off of *Driv3r* (see feature) – was launched at E3 last year in order to coincide with the release of a beta demo of the game. This is now widely rumoured to be bundled with the network adaptor, possibly as a limited edition pack.

"SONY MAY REDESIGN THE MACHINE WITH THE MODEM BUILT IN"

TANKY PANKY: *Hardware* is like *Destruction Derby Arena* – but with tanks.

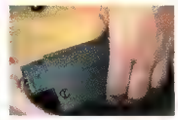
RUMOUR 3: NO HARD DRIVE – EVER

RUMOUR 4: PLAYSTATION 2.5

RUMOUR 5: PLAYSTATION 3

HOW IT WORKS

Let's recap how the PS2 online service works.



1) You install the adaptor on the back of your PS2: Pop the cover off the expansion port at the back and slot in the adaptor, which *just* makes a connection with the port at the top of the expansion slot. The main part of the slot (the yawning book-sized chasm intended for the PS2 hard drive) remains empty. See elsewhere for details on this.

2) You insert a memory card: All your online details (ie, your broadband supplier, what your username and password is) are to be stored on the card. You won't be able to go online without one (and 137K of space left, too).

3) You plug in your network connection: Whatever comes before the network wire depends on your connection and broadband service. All we need to know is that it ends with an Ethernet-type network socket that will fit in the back of your adaptor. Plug this in.

4) You insert the network set-up disc: And you switch on your PS2. The PS2 loads this network program and allows you to 'configure' your PS2. The PS2 will look at the adaptor and check that this is in place and working properly. It will then fire off test signals down your broadband cable and wait for the required replies to check that you've got the wire plugged in and – more importantly – that your broadband connection is up to the job of ferrying PS2 data back and forth.

If you're lucky, a simple press of the 'Auto Configure' option on screen will do all the hard work for you. If this doesn't work, you'll have to have all your network ID figures to hand and key in your IP address, your DNS server details, etc, by hand.

Hopefully, at the end of this, the program is happy and you'll be invited to enter a PS2 username which will be your ID in all PS2 games from now on. Finally, the program will write a save file to your memory card containing all your data.

5) You play games online: You can then load up *SOCOM*, or any other online game, be they finished or demo, and the game will look at your memory card, read in your network data and set off down your network cable looking for people playing the same game.

You can then play whatever network options the game has: multiplayer games, high score tables, chatrooms, etc.

ROUTER THE PROBLEM

WARNING! STOP! Important information below. Think you're all set to go online with your PS2? Think again.

Currently all of the four endorsed broadband services will give you equipment that will NOT allow you to connect to your PS2. If you've got broadband already, the chances are that you've got a USB modem that plugs into the USB socket on your computer. This is NOT the right socket to plug into your PS2. You're going to need a Router instead that'll give you the 'RC 45' Ethernet plug output that goes into your PS2.

So if you're getting a broadband service for your PS2 right now, make sure you buy the Router they offer rather than the USB modem. Hopefully, all four companies will offer specific PS2 packages immediately prior to the launch. Currently, only NTL have confirmed that this is their intention (see below).

So, if you want to use a computer online AND a PS2 then you'll need a Router with an Ethernet output (for your PS2) and a USB socket for your computer. Alternatively, if your computer has an Ethernet you should be able to run a cable from your PC into your PS2. Provided your PC is switched on and configured correctly the two should then be able to share the same output. Or you can get a Router and just connect your PS2.

HOW TO CONNECT

First, choose your service. If you've got a BT phone line, you can go with Freeserve or BT's service. If your house is in a suitable region that gets Telewest or NTL cable, then you can choose to go with them. The choice is yours and the costs are practically identical (currently just under £30 per month).

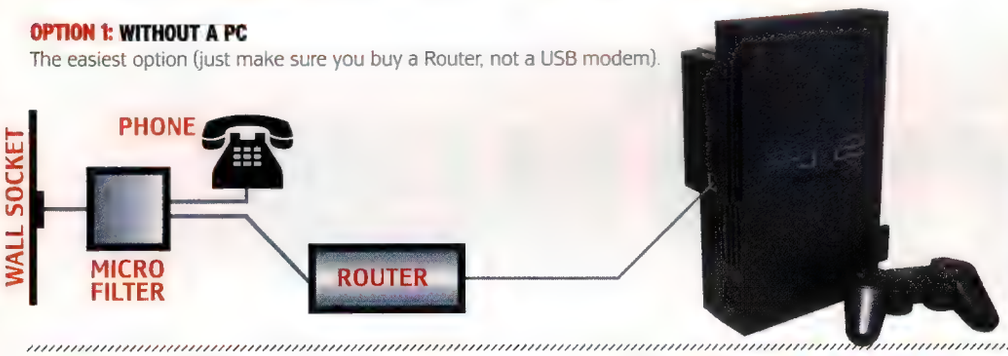
The only difference in the services is that the two cable companies will give you a broadband socket in your home (requiring a bloke coming round and drilling a hole in your wall) while the phone-based option can be done at home yourself with a Microfilter box, which splits your phone socket into phone and broadband outputs.

Check these websites for the latest information

BT: www.bt.com **FREESERVE:** www.freeserve.com **NTL:** www.ntl.com **TELEWEST:** www.telewest.com

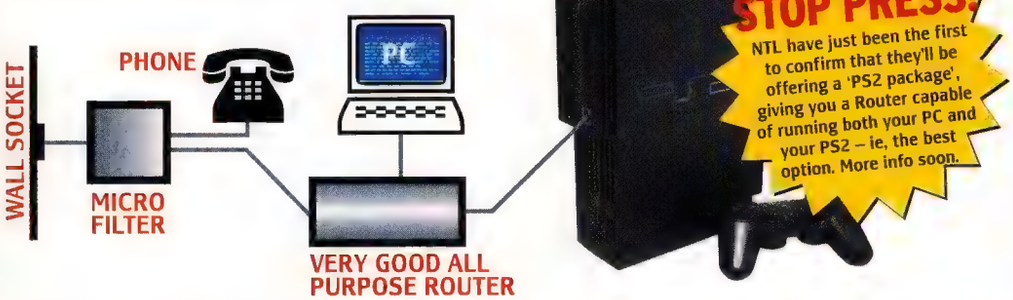
OPTION 1: WITHOUT A PC

The easiest option (just make sure you buy a Router, not a USB modem).



OPTION 2: WITH A PC (AND A GOOD ROUTER)

The best option: Run both your PC and your PS2 off your box.

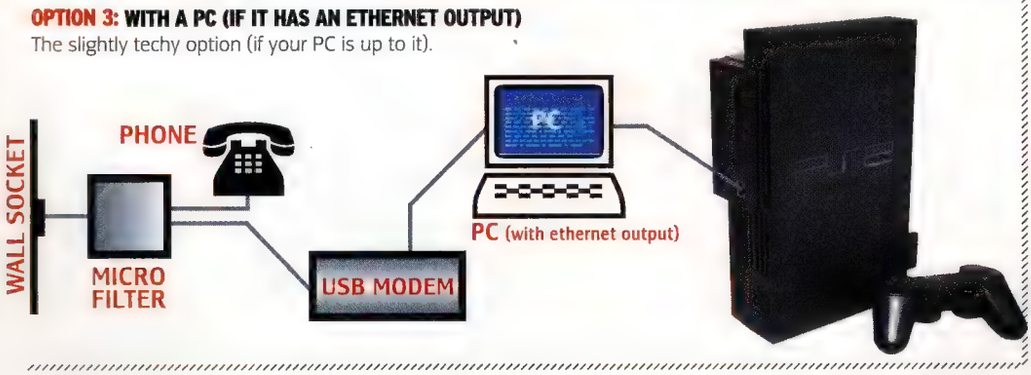


STOP PRESS!

NTL have just been the first to confirm that they'll be offering a 'PS2 package', giving you a Router capable of running both your PC and your PS2 – ie, the best option. More info soon.

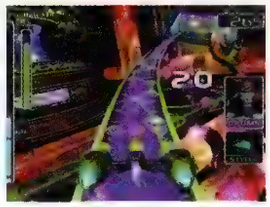
OPTION 3: WITH A PC (IF IT HAS AN ETHERNET OUTPUT)

The slightly techy option (if your PC is up to it).



THE GAMES

Is it worth going online? Depends how much you want to play the current line-up of announced online games. Here's the list, along with our PSM2 anticipation rating.



AMPLITUDE
Publisher: SCEE
Out: 2003
Anticipation rating: ★★

ATV OFF-ROAD FURY 2
Publisher: SCEE
Out: 2003
Anticipation rating: ★★★

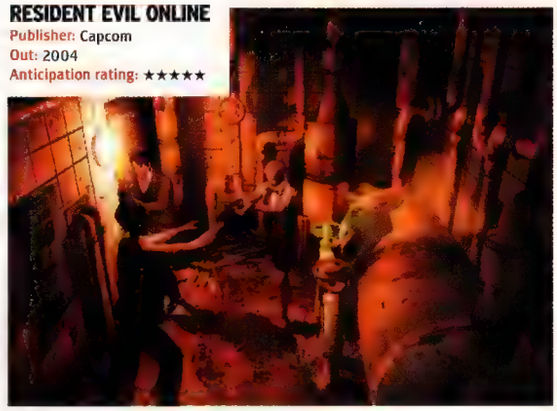
BOMBERMAN ONLINE
Publisher: TBC
Out: 2003
Anticipation rating: ★★★★

EVERQUEST ONLINE ADVENTURES
Publisher: SCEE
Out: June 2003
Anticipation rating: ★★★

GRAN TURISMO 4
Publisher: SCEE
Out: 2004
Anticipation rating: ★★★★★

HARDWARE ONLINE ARENA
Publisher: SCEE
Out: June 2003
Anticipation rating: ★★

RESIDENT EVIL ONLINE
Publisher: Capcom
Out: 2004
Anticipation rating: ★★★★★



SOCOM: US NAVY SEALS
Publisher: SCEE
Out: 30th May 2003
Anticipation rating: ★★★★★

STAR WARS GALAXIES
Publisher: Activision
Out: 2004
Anticipation rating: ★★★★★

SYPHON FILTER ONLINE
Publisher: SCEE
Out: 2004
Anticipation rating: ★★★★★

THIS IS FOOTBALL 2004
Publisher: SCEE
Out: Christmas 2003
Anticipation rating: ★★

TIGER WOODS PGA TOUR 2004
Publisher: EA
Out: Christmas 2003
Anticipation rating: ★★★★

TRIBES AERIAL ASSAULT
Publisher: Vivendi
Out: 2003
Anticipation rating: ★★★

TWISTED METAL: BLACK ONLINE
Publisher: SCEE
Out: July 2003
Anticipation rating: ★★★

WRC2
Publisher: SCEE
Out: Christmas 2003
Anticipation rating: ★★★

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK 2004

MEDAL OF HONOR RISING SUN

The Empire Strikes, the US strikes back. And so begins the closing chapters of WW2 and the start of EA's fourth *Medal of Honor*.

PRIVATE BENJAMIN Jonathan Bryant

San Francisco... Steve McQueen, suspension-knackering car chases, Clint Eastwood, Alcatraz, trams, the Golden Gate Bridge and Levi jeans. It's a place heavy with cultural associations, and a city that comes channelled into our Eurocentric brains via LA and Hollywood, situated some 600 miles to the south. Which is probably why the fact that it was also the central staging post for the war in the Pacific, probably comes as something of a revelation. Break out the street map with this in mind, look at the whole north coast of the peninsular again, and you'll see that it's riddled with ancient fortifications and military bases.

Possibly the most notable of all of these is The Presidio, the embarkation point for over 1,750,000 men during the closing years of World War 2, as well as supplying the backdrops to Mr Connery's '80s film of the same name. And it's here, to what Executive Producer Rick Giolito refers to as "this hallowed ground", that PSM2 comes in search of the next instalment in the *Medal of Honor* series.

What we find, behind a wave of gung-hoisms that instantly triggers Homer Simpson hollerin' "U-S-A! U-S-A!" at the back of our minds, is a game that's very much in the early stages of its creation.▶

INFO

- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** First-person shooter

ANTICIPATED FEATURES

- Ten levels, each reportedly twice the size of those seen in *Frontline*.
- Four-player split-screen deathmatches.
- Two-player co-operative mode across all ten of the levels.
- Over ten different weapons, including: Springfield 03, silenced pistol, Japanese grenade, Type 100 machine gun, Type 99 rifle, Arisaka Type 38 Carbine, knee mortars and the Owen Mark 1.

WHERE IT'S AT...

- Only one level is in a fully playable state and that, to quote the lads in the office, was looking "a bit *Turok*". We're certain it'll all turn out right in the end, though.

MEDAL OF HONOR RISING SUN

"WHAT WE FIND IS A GAME VERY MUCH IN THE EARLY STAGES OF ITS CREATION"

DVD ACTION

If you can't wait for its release, head to Accelerator on our disc this month, where we've got first spy cam footage of *Rising Sun*.

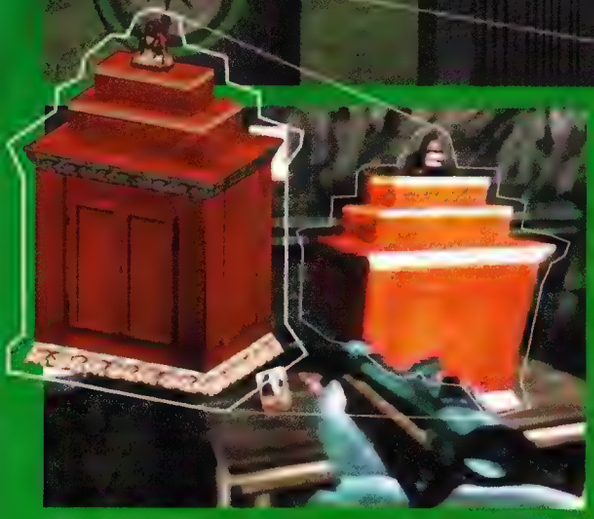
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ITEM ON THE BEACHES

The team have worked hard to increase the level of detail in objects and scenery. Look hard at your environment and you'll be treated to miniature family photos, signatures painted on Sake sets, and a stack of other sweet little touches you'll probably run straight past once the heat is on.

RANK COMMANDER: The officers lead a much more privileged life with their barrels of Sake and traditional lanterns



PRAY PER VIEW: The interiors of the Japanese troop quarters are filled with irrelevant, but fascinating, little details - like this Buddhist shrine.

OF RICE AND MEN: Each camp is a working microcosm with fuel dumps, construction crews and store houses filled with supplies.

▶ It's an uncharacteristic move by EA, but one that's quickly explained by 'Captain' Dale Dye in the opening minutes of the *Rising Sun* presentation. "This one's going to be extremely tough to sell around the world," he says from behind his white Captain's moustache. "We've got to get it right." Tough in what sense? It's still the Second World War and it's still *MoH*. The only difference being, it's the Imperial Japanese you're shooting at rather than the Nazis.

Once the initial cinematics had finished and the surround sound gunfire dimmed to a faint tinnitus, we sought out the good Captain and pressed him about his earlier statement.

"We always knew from the start what we were getting into with this. With all the other *MoH* games you were up against the Nazis – and able to separate the German people from the Nazi regime. In the Pacific theatre, we wanted to stress that the enemy was the Imperial war machine of the Japanese empire – not the soldiers themselves. Was every Japanese soldier a bad man? No. Misguided, yes. But evil? No.

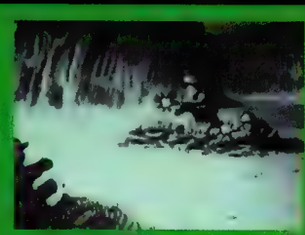
"We've got the Kempei Tai in there – that was the Japanese version of the Gestapo – and we've got a good selection of British troops; the Chindits and the SOE [Special Operations Executive] – so we're not looking at historical revisionism here. We're just telling events as they happened. We're saying, 'here it is' What the player takes away from the experience is entirely up to them."

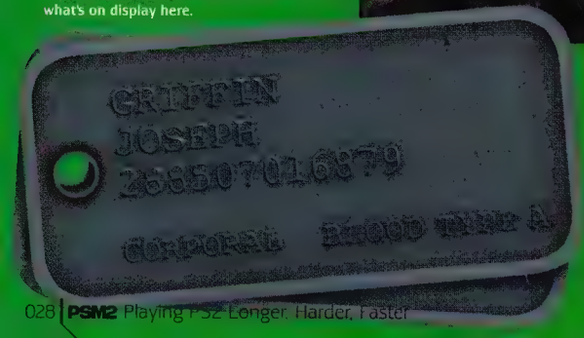
"A SENSE OF MORAL JUDGEMENT IS INTRINSICALLY TIED IN WITH THE GAMEPLAY"

Perhaps it's a tentativeness that's engendered by the fact that, as far as us gamers are concerned, the Japanese are the coolest thing since sliced sushi. Perhaps. But we're not here to deal with issues of historic morality... or are we? It's apparent, as we're guided through an early level set on the Solomon island of Guadalcanal, that in fact, a sense of moral judgement is intrinsically tied in with the gameplay in *MoH* this time round.

ANIMATIC FOR THE PEOPLE

Here's a few choice scenes from the Midnight Raid on Guadalcanal shown at the event. It's the third mission out of the ten on offer, and sees Griffin sneaking through the tropical island's undergrowth in order to sabotage a Japanese base. Although everything may seem very scripted, there's actually a lot of freedom for movement and exploration beyond what's on display here.





One of the many characters in the supporting cast is Gunnery Sergeant Lawton, shown here on the right. He's the tough old boot that bawls at you throughout the early missions.

"WE'RE NOT LOOKING AT HISTORICAL REVISIONISM HERE. WE'RE JUST TELLING EVENTS AS THEY HAPPENED"

SQUAD FILLETS: Multiple enemies are frequent, although the coders say they rarely have the full quota on screen at any one time.

JUST FOR GUN: See the Type-11 in the foreground? Guaranteed if these boys spot you, one of them will run to man it.

Throughout the action you'll find yourself faced with situations where you'll have to make snap decisions. Shoot a croc before it approaches your boat and you'll save a man in your platoon who'll then go on to fight alongside you. Rescue a local farmer from the attentions of Japanese guards and he'll cut a new path through the undergrowth. The grim reality is that the game wants these folk dead, and you'll have to put your life on the line in order to save them. And when you do so, you'll be rewarded.

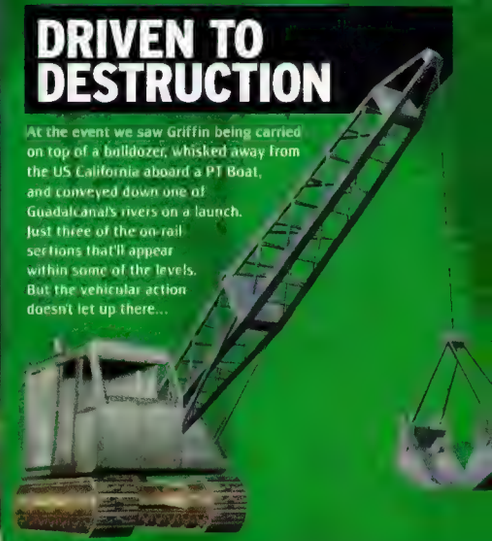
As far as the coders are concerned, it's just another tactic in an overall plan to increase the emotional involvement of the gamer. Witness any of the animatics (see Animatic For The People) – and you'll discover one of ten mini war movies that cover each of the game's levels. Which isn't to say that you'll be faced with a filmic, linear path through the action, just that when the set pieces kick off you'll feel like you're living and breathing a scene from classic movie Tora, Tora, Tora.

All the best moments from the *MoH* series are still in there – infiltration missions in disguise, the suppression of waves of enemies, the on-rail sections – but they've all been augmented by this new series of explosively interactive cutscenes. The most impressive of these is the opening scene, a series of events that easily rivals anything we saw on Omaha Beach in *Frontline*. PSM2 asked Senior ▸

"ALL THE CLASSIC MOMENTS FROM THE MEDAL OF HONOR SERIES ARE STILL IN THERE"

DRIVEN TO DESTRUCTION

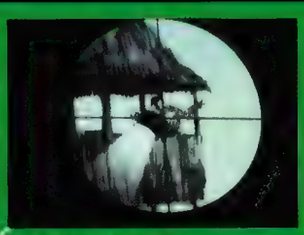
At the event we saw Griffin being carried on top of a bulldozer, whisked away from the US California aboard a PT Boat, and conveyed down one of Guadalcanal's rivers on a launch. Just three of the on-rail sections that'll appear within some of the levels. But the vehicular action doesn't let up there...



LIFT WRAPPED. The crane appears on the Guadalcanal mission where hired construction workers are building a Japanese base

TANKY RANKY: Anyone who recalls the horror of facing up to the Tigers in *Frontline* won't be glad to see the Chi-ha Type 97 here

PETROL CAZUMP: We've seen a lot of fuel trucks stationed about. Fingers crossed, you'll be able to destroy them with grenades.



HIGHLIGHT

You can bet there'll be lots of sniper work in the jungle environments, as you carefully pick your way from one clump of suspect vegetation to the next.

At this point in the game, your squad commandeer a bulldozer and drive it straight through the heart of the base with you riding shotgun. Good fun.

HIGHLIGHT

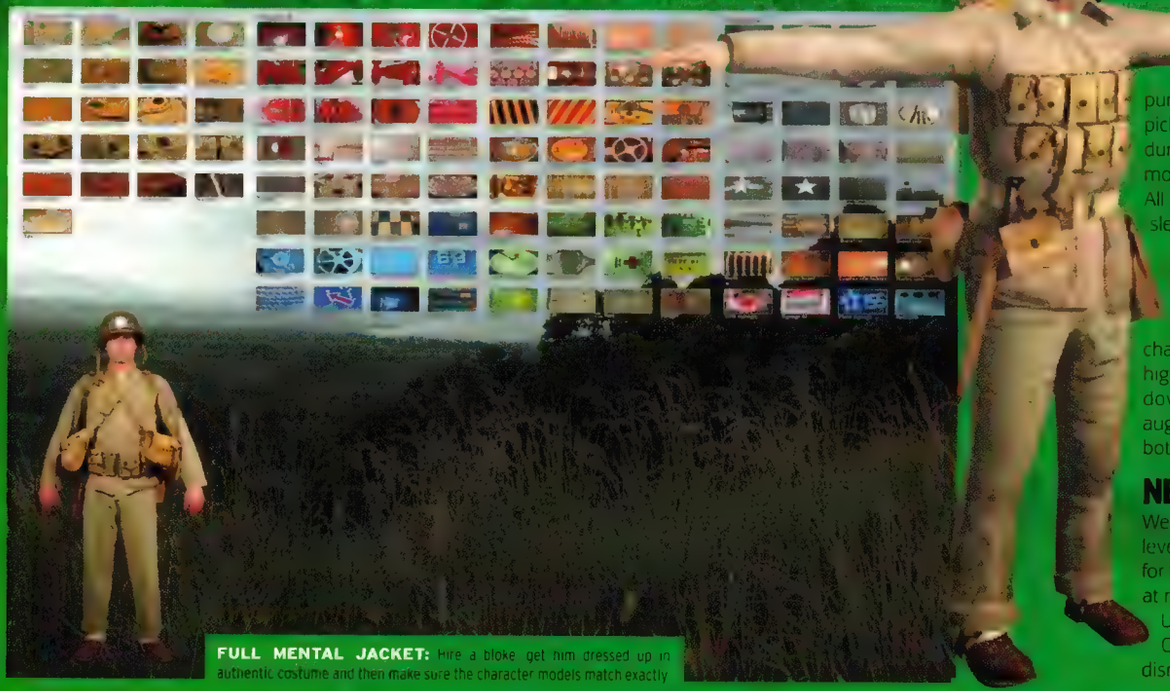
The level climaxes with corporal Griffin defending a foxhole against two huge waves of enemies. It's just one example of how the team plans to do things bigger this time.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

GROUP THE COLOURS

'Authenticity' is one of the buzzwords that the team are happy to quote regularly with this fourth title in the series. And nowhere is that more obvious than with the level of detail that's gone into the creation of the colour palettes for use in constructing the soldier's uniforms, insignia, decals the business end of winch motors, shell casings... They're all in there as valid points of reference.



FULL MENTAL JACKET: Hire a bloke, get him dressed up in authentic costume and then make sure the character models match exactly

▶Producer Tarrnie Williams to elaborate ..

"We open with Pearl Harbor, which is going to be epic. You start out asleep on a bunk on the USS California which then gets hit by a bomb. So, you're thrust into a survival role and then get up on to the deck and start manning the guns against the incoming Japanese fighters. After that you're punted off the ship by another explosion and get picked up by a PT boat for an on-rails stretch during which you encounter a mini sub and yet more Japanese planes." Sweet Dennis Waterman! All this, and we've hardly had time to rub the sleep from our eyes.

Riding shotgun on a bulldozer as it powers through an enemy base, organising a breakout from a POW camp, defending a foxhole against wave after wave of banzai charges... Just some of the other cinematic highlights we've seen and heard. But what of the down times? Is the same principle of augmentation and improvement present at the bottom end of the gameplay as well?

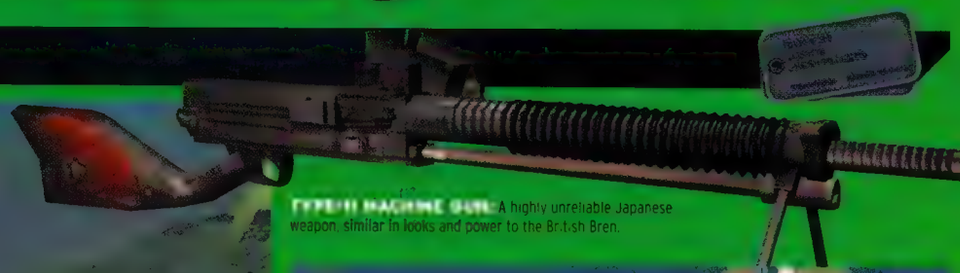
NEW MODEL ARMY

Well, let's start at the top of a long list of ground level changes. You're no longer Tommy Patterson for this tour of duty. Instead flick a starched salute at new boy Joseph Griffin. He's a lieutenant in the US marines who finds himself drafted into the Office of Strategic Services (the OSS) in order to disrupt Imperial Japan's funding of their war

FIRE CRACKERS

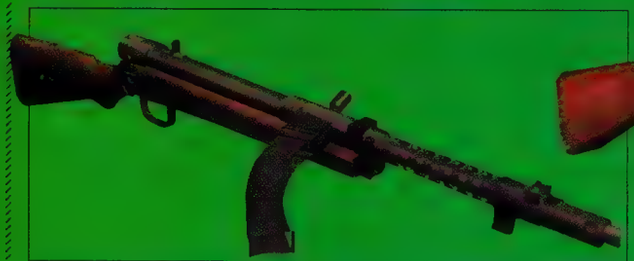
Oh, if we must. Yes, it's an FPS, yes it's set across the Pacific Rim, and yes that means that there's a whole new set of weapons to scare each other with in the multiplayer. Here's a quick taste of the kind of firepower you can expect to wield against all the Emperor's men.

SPRINGFIELD 03: Modified with a scope so that you can take out runners early before they call in reinforcements



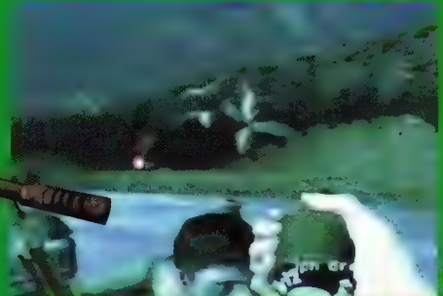
TYPE-100 MACHINE GUN: A highly unreliable Japanese weapon, similar in looks and power to the British Bren.

BRANCH KNIFE: Another *MoH* classic back to assist with some stealthy kills on the infiltration missions



TYPE-100 MACHINE GUN: This Japanese equivalent of the Sten is essential when working through the confines of jungle bunker systems

THOMPSON SUB-MACHINE GUN: Standard issue for GIs but not you. You're a member of the OSS which means you can shoot anything.

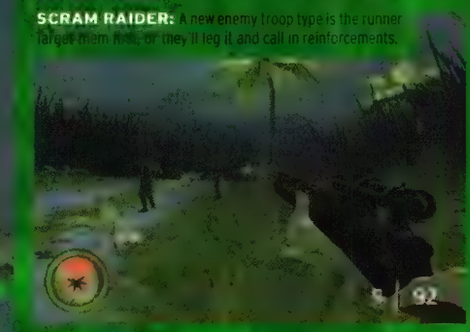


JAPANESE GRENADE: Same as the British Mills Bomb in effect, but more squat. Great for clearing machine gun nests.

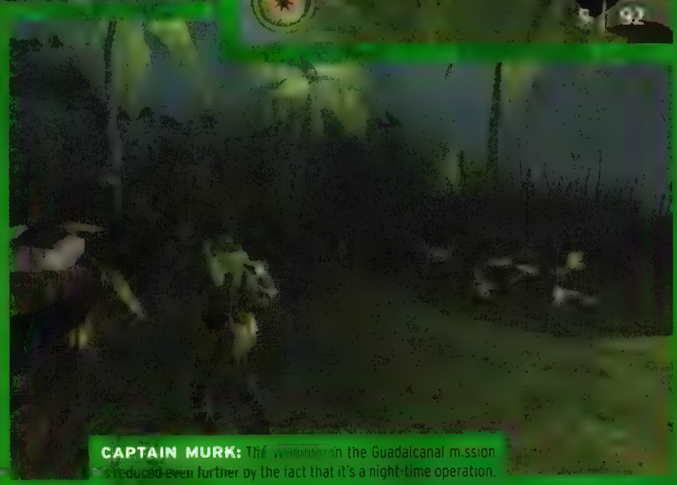
MEDAL OF HONOR RISING SUN

"SAY GOOOOOOOOD MORNING, MR MULTIPLAYER"

PLATFORM SHOEING: An easy way to win an advantage in the jungle is to gain some height using these bamboo watch towers.



SCRAM RAIDER: A new enemy troop type is the runner target them fast, or they'll leg it and call in reinforcements.



CAPTAIN MURK: The visibility on the Guadalcanal mission is reduced even further by the fact that it's a night-time operation.

machine. During the ten missions of the game – reportedly each twice the size of those in *Frontline* – he tours the Pacific Rim in search of enemy gold and his captured brother, Donald. What this means as far as level-by-level tactics are concerned is jungle warfare – lots of it.

The troops you're up against here are masters of camouflage, and the majority of your time on foot patrol will involve waiting until they open fire and then targeting the muzzle flashes with anything you've got to hand. Their tactics, once they've spotted you, are also very different from the Nazis of the previous titles.

WAR IS SELL

Tarrn takes a moment to outline some of the enemy's attack strategies.

"You'll encounter officers who'll charge at you with swords, bayonets, pole mines..." Pole mines? "They put a mine on the end of a pole and then run at a tank with it. Er, it wasn't meant to be a suicide weapon, but frequently it turned out to be a one way trip. Ultimately, the Japanese soldiers act differently. For example, the rifle they carry isn't theirs – it's the property of the Emperor, so when they hit the ground they hold it away from the dirt to protect it."

EASY COVER: Look out for your men and you'll be able to lead more of them into the heavier fire-fights later in the level.

The other major altering factor in the way you play is the environments themselves. Kunai grass, for example, is fantastic to hide behind, but its edges are as sharp as a knife. As a result, the team are tinkering with the idea of including a small amount of incurred damage every time you enter it. Then there's the actual travels encompassed by the plot arc and the kind of diverse locations that Joseph will encounter on his way. There's the escape from Pearl Harbor, then there are running battles through the streets of Manila, a midnight raid on Guadalcanal before you head off to Singapore, then into the jungles of Burma – yes, there will be the obligatory Bridge over the River Kwai moment here – and finally that raid of a POW camp on the Bataan Peninsula that we mentioned earlier. A cumulative round of multiple experiences that'll no doubt satisfy fans of the earlier titles, as well as dragging a whole fresh bunch of interns to the *MoH* boot camp. But *Rising Sun* has one more feature squeezed in here that was missing from *Frontline*. Say gooood morning, Mr Multiplayer...

FOUR MONGER

Yep, the team have listened to the criticisms levelled at the earlier title and reacted smartly. Multiplayer arenas in the style of the original PSone title plus, for the first time in any *MoH* game, a four-way split-screen flava to the action. So expect to be taking pot shots at Emperor Hirohito from inside the skin of a Singapore rickshaw driver. Revisionism? Yeah, bring it on...▶

"THE TEAM HAVE LISTENED TO THE CRITICISMS LEVELLED AT MoH AND REACTED SMARTLY"

ENEMY AT THE RATE

For the most part, you'll be up against standard troops dressed in a variety of camouflage, so you don't have many dangers like enemy gunships, you'll occasionally have guerilla tactics used against you from behind cover. There always the threat of mass banzai charges to contend with, as well as deeply unfair officers hacking away at you with katanas.

FLAME ON!!!: Here's that muzzle flash in action. Not that relevant out in the open, but a vital marker when in the jungle.

BOLD STEEL: The Japanese soldiers always have bayonets fitted ready for a banzai charge should they run out of ammo.

THOSE WERE DIFFERENT TIMES: The team have spent weeks sketching variations in Japanese uniform to get the look just right

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

JUNGLE WEAVER

Trip after trip to the original battle sites have been organised by the developers for reference purposes, to ensure that everything in *MoH* is picture perfect. On some of these trips, the art teams have concentrated on many different elements and returned with stacks of photography to refer to when they're growing the plant-life of their virtual jungles.

GOAL CREEPER: The dangling Lianas Tarzan's favourite, and an ever present feature hanging under any of the large trees in the game.

DEDICATED COCONUT: Man-high Kunai grass and palm trees from one horizon to the other. You can almost feel the humidity.

CRASH MACHINE: Many of the sites haven't been touched since the war, so gruesome relics like this are commonplace.

▶Not only that, but you can also play through all ten missions in co-op mode as well. Things like enemy numbers and multipaths have been trimmed slightly to fit but, even so, you're still looking at a sizable two-player experience. It may not be as clever as that seen in *Conflict: Desert Storm* – there are no NPCs for you to control – but it's still an addition we're aching to see up and running during the climactic prison break, and your brother now as the NPC – and you're straight into the second leg of the Pacific conflict. Atoll hopping, the Battle of Midway and then... where? The bombing of Hiroshima? The arrival of the nuclear age? Well, from what we managed to whittle out of the folk at the event, it looks like Africa will be the next beachhead in the series. Once again, Tarnie Williams is the man who drops the bombshell. "In a couple of years' time, on PS3, we want to be driving tanks across the desert. We want to do that whole campaign from one coast to the other." News which immediately triggers another trail of mental associations. Rommel. Monty. the Desert Rats. Richard Burton Vs James Mason. sand castles (mumble, mumble) sun block, flip flops... **PSM2**

"MORAL CHOICES, MORE EXPLOSIVE SET PIECES, AN ALL NEW MULTIPLAYER..."

To recap then: moral choices that trigger alternate routes, more explosive set pieces, a diverse range of locations, all new multiplayer. Anything we've missed? Oh yeah, remember when we mentioned Donald Griffin earlier? Well *Rising Sun* is just the first episode of a storyline that stretches over two games. What this means is that, in the following title, you'll get to pick up the action exactly where *Rising Sun* lets you off. A quick switch of identity – with you as Donald

It's early days as far as playable code goes but rest assured, we'll be back with a fresh batch of footage and first play direct from E3 in issue #57. Don't miss it.

LEAF IT OUT: The jungle environments provide great camouflage, but little cover when the bullets start to fly.

© Corbis

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DONNIE YEN AIDAN GILLEN BASED ON CHARACTERS CREATED BY ALFRED GOUGH & MILES MILLAR MUSIC BY RANDY EDELMAN COSTUME DESIGNER ANNA SHEPPARD EDITED BY MALCOLM CAMPBELL PRODUCTION DESIGNER ALLAN CAMERON DIRECTOR OF PHOTOGRAPHY ADRIAN BIDDLE B.S.C.
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PSM2

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プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トウセンジョウホウ

FREE, TO DO WHAT WE WANT, ANY OL' TIME. AND WHAT WE WANT IS FREEDOM. EH?

JONNIE

Don't let the sure fire hit material of *The Matrix* over-shadow the other little gem tucked away in Previews this issue. The movie tie-in's going to be number one, no doubt about it – although we'd advise caution on a knee-jerk purchase until we review it here.

But, for the moment, that really doesn't matter half as much as *Freedom: Battle for Liberty Island*. Gah <snort> [reader squirts hot tea out of nose]. You what? Yep, you heard us right. Bullet time, console hacking, pounding agent Smith and Jones through the floor... All well and good, but it pales next to the sheer inventiveness of EA's new squad-based shoot-em-up (see pg42 for the full breakdown). It's a shocker on three counts.

First, it's from EA – a company synonymous with quality but rarely associated with pure innovation. Secondly, it's got one of the best team management systems we've ever seen, and thirdly it's all running on the *Hitman 2* engine – so there's realtime lighting, detailed facial models and sharp AI. It's new, it's already looking brilliant and it's the kind of thing (fumbles with elastic of party hat) that we want to see more of on PS2. Celebrate, all of you. Celebrate NOW! **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK 15TH MAY

ENTER THE MATRIX

Grab that designer trench coat – we're finally going in...

OFTEN WHEN discussing licensed games, the term 'spin-off' is used. To use it when talking about *Enter The Matrix* though, just doesn't seem right. Spin-off implies something almost incidental. But when you learn of the commitment that the creators of The Matrix have made to this videogame, discussing it in terms other than ground breaking or exceptional would be insulting.

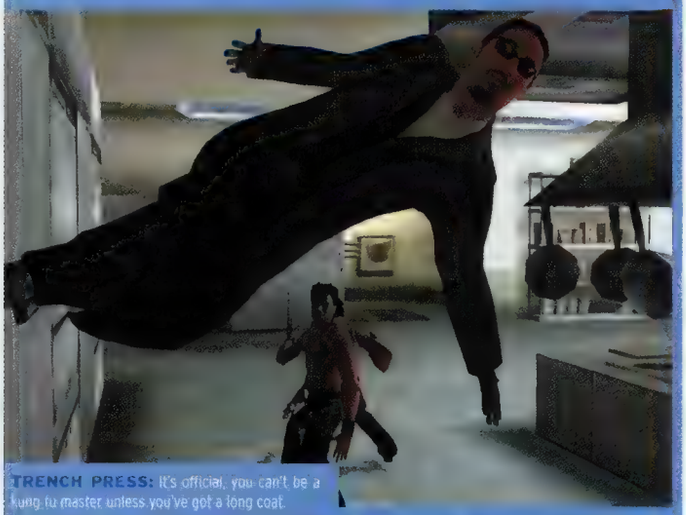
Written and directed by the Wachowskis, motion captured and voiced by the cast, and featuring one hour of original movie footage – this is no Laverne and Shirley; this is a grade A slice of The Matrix universe.

TOO BUSY LOOKING GOOD

1 Proof that this game is all about looking good is that Shiny are working very closely with the Wachowskis, deciding on the right camera angles to use for all the various moves so that they're given maximum cinematic effect. So expect the camera to arch, pan and dip to make sure that your 360 roundhouse is captured in all its glory.

BOOT POINT: In Focus mode, opponents can be flipped up and then volleyed across the room.

DUSTY TWIN: that the fighting system really starts to excel.



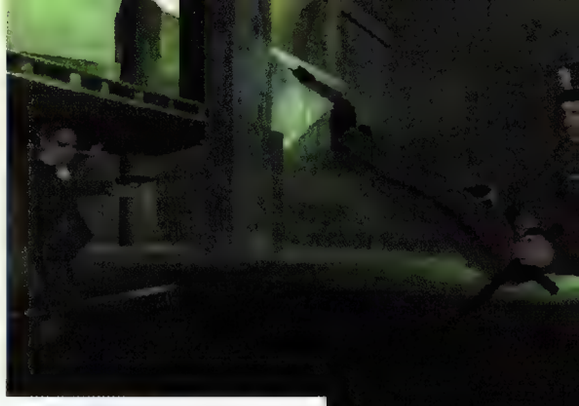
TRENCH PRESS: It's official, you can't be a kung fu master unless you've got a long coat.

LOCK CAFE: For the finishing move, the camera zips round in order to reveal its full glory.

KICK HUCKNELL: Each blow is accompanied by a satisfying bone crunching or 'duffing' sound.

GUNNY DELIGHT

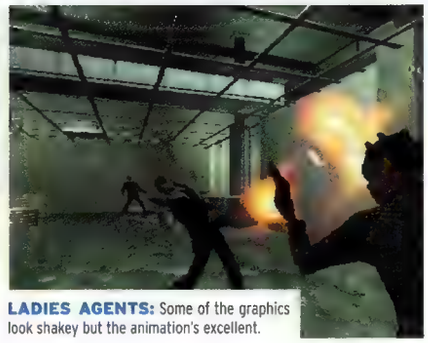
2 At the start, neither Ghost or Niobe has any weapons. Only by disarming opponents could they get their hands on any hardware. After this, none of the action buttons change, so you can still do kung fu, with the shoulder buttons taking care of shooting.



GLOCK TURTLES: Hand-to-hand combos can now be finished with a gun blast to the chest.

HOOF RENDELL: If you're lacking a weapon, simply smack up a SWAT member and nick his.

GUN KISSED: Once again, hitting Focus gives you access to a different range of moves.



LADIES AGENTS: Some of the graphics look shakey but the animation's excellent.

There's no doubting its authenticity or the attention to detail, so that just leaves the big question of whether it makes a good game or not. Thanks to a hands-on playtest, PSM2 is somewhere closer to an answer.

Are we impressed? Yes, definitely. Are we blown away? Perhaps not. While it's obvious that *Enter The Matrix* sets new standards in fusion with the subject material, it's easy to assume that this means the gameplay is going to be light years ahead of anything else. The danger with these high expectations is that it'll create an unnecessary backlash when you learn

"THIS IS WHERE YOU GET TO BOUNCE OFF WALLS AND DISPENSE AMMO WITH GAY ABANDON"

I'D RATHER HACK: The hacking option might sound intriguing, but it's just a clever cheat mode.

you still need a joypad to play it. It's time for a little perspective...

While we managed to sample both the driving and flying parts of the game, it's the third person action that's the most important part. This is where you get to bounce off walls, clatter opponents with kung fu, and dispense ammo with gay abandon.

Initially there's very little that's exceptional when getting to grips with the two playable characters, Niobe or Ghost. They run, they fight, they shoot – it's all very *Max Payne*. There's one big difference though, because every aspect has been given that unique Wachowski stamp of quality.

This is most noticeable when it comes to combat. Every movement has been motion captured, and it shows. The action has such grace and detail that it puts beat-em-ups to shame. When defending in games like *Tekken*, the characters tend to strike a standard pose – in *Enter The Matrix* every blow is evaded individually. It's intricate, it has real impact and, more importantly, it looks ace.

In order to make everything look as cool as possible, many of the complex moves can be executed with little effort, as mashing either the punch and kick button will unleash a multi-hit combo. As you play, fresh styles can be 'downloaded' to the characters, so even the most unadventurous will still be able to fight funky, but the key to the advanced fighting is how you implement the Focus mode. This is the 'bullet time' slo-mo effect. It's activated using the L1 button and accesses new attacks – punches become locks, kicks become sweeps and blocks make way for dodges and counters.

At first it's tempting to slap on the Focus all the time, but as there's a finite amount, you learn to use it in

CORN FED: Every move Niobe makes has been motion captured using Jada Pinkett Smith.

WITHOUT DUE CARE

3 [illegible] is something that Shiny are hoping to address.

WHEELING POWERS: [illegible] the code we've got, the streets [illegible] through th[illegible]y's easy.

[illegible]: Hit the L1 button and out pops Ghost, who automatically fires at any police cars. Which is good of him.

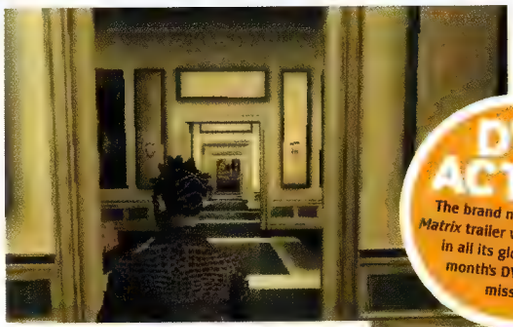
GOTHY NOSED: Alongside the über tough agents there's some end-of-level bosses to tackle.

controlled bursts. The result is fighting that has a distinctive grace and tempo.

When under fire the Focus is used as a defensive measure enabling to you to escape enemy bullets. When in possession of a gun, using the Focus allows you to cartwheel and somersault when firing. However, the blasting may look good but it isn't as satisfying as the hand-to-hand combat. This is partly to do with the fact that with multiple opponents and a cloud of bullets, things tend to get confusing. Also you can empty a rifle into a standard thug and they still spring up for more, which makes the shooting bits lose impact. Thankfully, all of this is likely to be sorted out before the release.

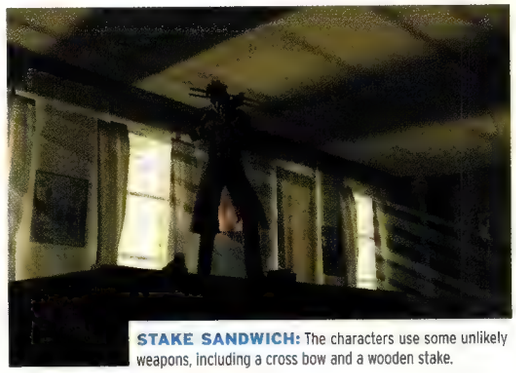
There's still work to be done, but getting hands on with the action has made us reassess what to expect. There's no doubt it'll be good, but *Enter The Matrix* is far, far more than just a game. PSM2

Watch out for our review...



PICTURE PERFECT: The in-game camera is great, giving you a clear view in the tightest of spaces.

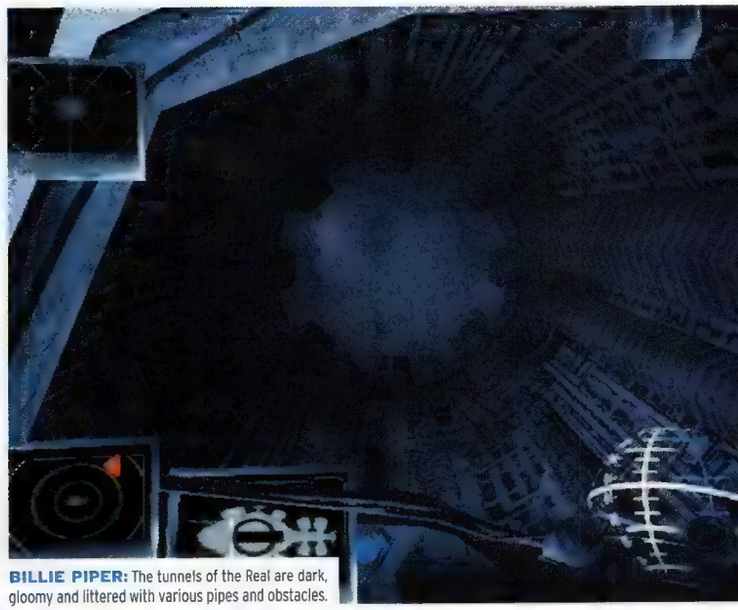
DVD ACTION
The brand new *Enter The Matrix* trailer will be featured in all its glory on next month's DVD – don't miss it!



STAKE SANDWICH: The characters use some unlikely weapons, including a cross bow and a wooden stake.

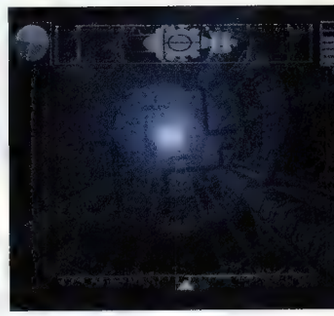
A SPOT OF HOVER

4 Piloting the Logos is by far the weakest of the sections in *Enter The Matrix*, and consists entirely of floating down a long tunnel while spitting at Sentinels from a gun tower. Not the most exciting element, we think you'll agree. Fortunately, this won't constitute too much of the final game as, frankly, it's a bit flakey. It's mainly there to add some sort of variety.



BILLIE PIPER: The tunnels of the Real are dark, gloomy and littered with various pipes and obstacles.

CRAFT SLICES: If you take on the Niobe adventure, it's navigation time; while playing as Ghost, you man a gun tower.



STEER NATION: There's little or no decisions to be made, just follow the tunnel.

HANDS-ON VERDICT

5 This is a game that fools you into thinking you're great. The first time you bounce off the furniture, squeeze the Focus and put your boot through a bad guy's laughing gear – for that second you're the cat's whiskers. This is a game with real impact. What helps is that each rib-cracking blow is punctuated by some amazing sound effects. Then there are the environments, which are brilliantly lit and very solid (no slipping into walls here) and the controls are snappy. Sadly, both the driving and flying sections pale in comparison, making it seem a little disjointed. This means the game will be reliant on the 3D action bits. They should stand up, but the danger is they might become a little repetitive. We're very impressed, but we'll be interested to see if the final version can match our, and probably Shiny's own, expectations.

You'll love it because
It's one of the best uses of a film licence ever

You'll hate it because
You wanted to play as Neo. Or Morpheus. Or Trinity.

ORIGINALITY ★★★★★
HANDLING ★★★★★
PRESENTATION ★★★★★

ENTER THE MATRIX

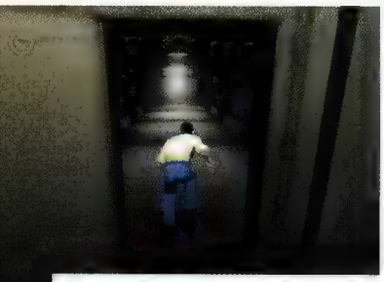
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Two playable

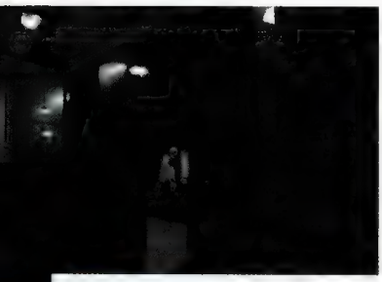
WHERE IT'S AT...

LITTLE AT LARGE

1 **In order to catch breath after the relentless fighting sections featuring Banner in his stressed-out Hulk form, players get to control weedy Dr Bruce in a series of stealth-based levels. Tasks involve evading the watchful glare of enemy guards and solving thought-evoking puzzles while trying not to go through 'the change'. Supposedly.**



BANNER TIME: Bruce's stealth levels are scarce in relation to the Hulk's, but help break it up.



BRUCE IT UP: You can utilise a first-person view to help evade the patrolling guards...

EXPECTED UK JUNE

HULK

Big angry man goes berserk and trashes the place. Not the Hulk, but Jonnie after playing this...

CAR BOMB: Any object can be used as a makeshift weapon, even stationary automobiles.

WE ALL have ways of dealing with stress. Going on a choc binge, necking a swift tot of Tizer or just emitting bad words of a sexual nature. But only in comic books and, soon, the silver screen, would you ever turn green, treble in size and go on the mutha of all wrecking sprees.

For over three decades, Marvel Comics' The Incredible Hulk has been struggling to control his anger. Even if you missed his paper-based exploits, surely you must recall the Bill Bixby/Lou Ferrigno flares-shredding double act that used to precede Jim'll Fix It? Now The Hulk is back in vogue, and here, to coincide with the forthcoming movie, rather predictably, comes the game.

The format of The Hulk is a multi-genre'd fusion that combines action adventure with ferocious beat-em-up action, all viewed from the third-person. It's broken down into terrain suited to both of Dr Bruce Banner's guises. For the most part you'll play as The Hulk – Banner's pumped-up green alter ego who must battle against armed forces while all the time trying to find a way to rid himself of his curse. Other levels, somewhat heavily outweighed by the no-brain trash-em-up Hulk stages, have you playing as regular Banner, who uses stealth to creep undetected through laboratories trying to unravel his twisted genes – all the while battling against his own stress levels. Although, even after playing the early code we have yet to see any evidence that your transformations aren't entirely scripted and occur exactly when the game wants them to.

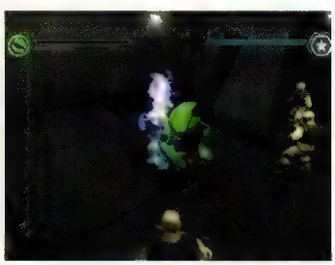
Set after the events of the film, little is given away in terms of celluloid plot, although Radical Entertainment has naturally used artistic licence to grant the seething bogeyman a selection of meaty combat moves and a rage meter which, when peaked, will cause him to become almost invulnerable and go even more ballistic. Coupled with some trendy cel-shaded visuals that retain the feel of his inky origins, it will certainly appeal to movie-going Marvelists§. Despite Hulk's bulging biceps, though, it's hardly going to break any new ground. **PSM2**

Only a couple of months to go, so watch out for our review soon.

"IT WILL CERTAINLY APPEAL TO MOVIE-GOING MARVELISTS LIKE SPIDER-MAN"

PSM2 FIRST PLAY

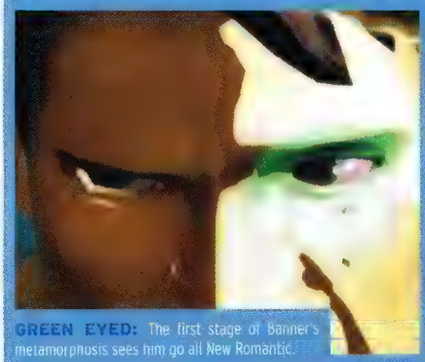
GREEN GENIE: Banner's transformations occur via stylish, cel-shaded cutscenes.



GREEN LANTERN: The more hits Hulk gets, the angrier he becomes. Seen him glow with rage!

CHANGING LOOMS

2 movie-goers will notice a similarity between the film's trailer and the opening cinematics of the game, which sees Banner confront the Hulk in a mirror. Rather than use film stills, the developer has employed stylish cel-shaded



GREEN EYED: The first stage of Banner's metamorphosis sees him go all New Romantic.

GREEN GILLED: The angry frown becomes sternly etched as the skin tone goes a sickly hue.

GREEN AND BARE IT: The eyes become wilder as Banner's face contorts in savage rage.

GREEN THERE, DONE IT: With basin hair and Carey teeth, the transformation is complete.

SMASH AND GRAB

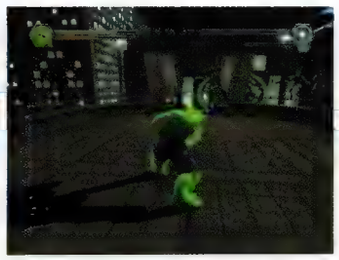
4 Any object can be snatched and used as a makeshift weapon. However, none are more effective than the actual enemy troops themselves. By picking up this gormless grunts, you can rough them up a bit with a few hearty slaps before hurling them at their gun-toting comrades. You can even launch them straight through windows to form new passages. Shame you can't use them to clear new passages through the strictly linear levels, though...

GREEN FINGERED: To the horror of his comrades a guard is snatched off his feet.

GREEN AROUND THE GILLS: Throttle them, rough them up a bit, and then...

GREEN ROLLER:

DVD ACTION
Look out for next issue's DVD, when we've got a tasty new trailer of a fat green bloke in shorts looking a bit peevish.

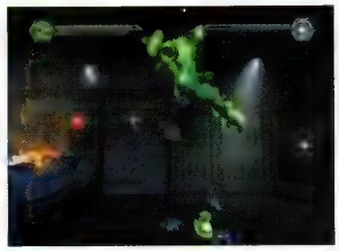


MASS GREEN GUN: Disperse those enemies with Hulk's long-range shockwave assault.

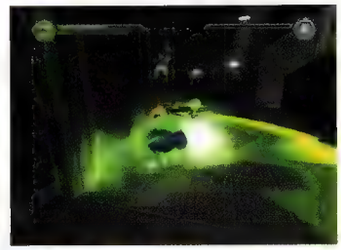
ALONE ON THE RAGE

3 Whereas mild mannered Dr Banner relies on stealth to get through his stages, Hulk comes equipped with over 40 different combat moves with which to dispose of enemy troops. Aside from the usual array of kicks and punches, he also has pavement-cracking Gamma Moves which come into effect when he's pushed so far over the edge that his rage meter becomes maxed, like thunderclaps, ground stomps and shockwaves.

POWER RAGER: When Hulk gets really pissed, his powers are enhanced to ballistic proportions.



GREEN FLY: Hulk shapes up for his ground-breaking (literally, not technologically) air strike...



GAMMA AND TONGS: Marvel at how the enemy is scattered like skittles from your floor pound.

HANDS-ON VERDICT

5 Sadly, we can confirm what non-Hulk fans may already be suspecting – that the game is a severely limited, often infuriating jaunt that begs, borrows and steals from other, more engrossing games meaning it will rely heavily on the licence alone to sell it. True, there's much here to please the colossal fan base – from the destructible scenery to Hulk's raging signature moves – but from what we've seen so far the game is simply a coasting, movie-by-numbers game that probably should have had more thought and effort put into it. It needs to be more of an event, rather than the play and forget throw-away title we see before us.

You'll love this because...
You can feel the rage coursing through your veins.

You'll hate this because...
Despite containing vague similarities, it never shows the ambition to even equal the likes of *State of Emergency*.

ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

INFO
- **DEVELOPER** Radical Entertainment
- **PUBLISHER** Vivendi
- **GAME TYPE** Third-person action adventure

ANTICIPATED FEATURES
- A mix of subtle stealthy sections to play as Bruce Banner, and some all-out action sections for the Hulk to play through.
- Fully breakable scenery with anything you lay your hands on doubling up as a makeshift weapon.
- Over 40 devastating moves for the green-eyed monster.
- 25 varied levels.

WHERE IT'S AT...
- All the levels in place and locked down, bar the

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK JUNE (TBC)

ICE 9

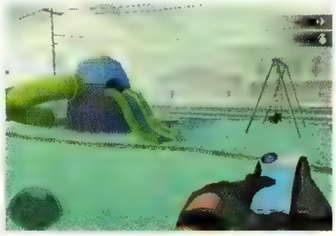
(Warbles) "You're as cold as ice", and yes you're willing to sacrifice yourself for national security... divot.

PSM2 FIRST PLAY

WE COULD launch into this by banging on about how the FPS needs to change... Ah, who are we trying to kid? That's exactly what we're going to do. And rightly so, as more shooters realise they need to wise up or fade away. *Rising Sun* (see pg26) is coming at us with a co-op mode attached while *Mace Griffin* has its space-based combat. So what can *Ice 9* bring to the soirée? Quite a lot actually, as during our first play we have to say this caused a welcome, although uncharacteristic, wrestle for the pad.

On the face of it, you'd be forgiven for thinking that this is a more arcadey take on *Splinter Cell*. The lead character, Tom Carter, looks very Sam Fisher in his night vision goggles, while the whole hostage/body shield motif is also repeated. Unsurprising really, when you realise that the senior producer of *SC*, Reid Schneider, is also the power behind this project. But it's not just the associations with Ubi Soft's excellent stealther that have got us flexing our trigger fingers... We've seen ragdoll death anims before, but never to the level that *Ice 9* takes them. Shooting guards at the top of stairs causes them to slide limply down, while catching them in the hand or knee results in area specific reactions. And the body interaction doesn't end there. Cadavers do fade from the screen eventually, but they hang around long enough for you to drag them to any location you fancy.

"YOU MIGHT WANT TO OPT FOR THIS OVER DIE HARD VENDETTA"



PLAY GHOUL: Here's that park. All it needs now is a few well-placed dead guards to up the fun factor.

MEET COUNTER: Part of your basic training involves locating a contact in a local bar.

GUARD TARGET

1 You start off as part of a hands-on training mission that turns nasty when a gang of armed terrorists bundle on to the scene. Out-numbered and out-gunned, it's up to Tom to make it out of the town alive.

FILO SMACKS: Your hi-tech PDA also acts as a Taser, an EMP scrambler and a sedative dart gun.

DR BOOM: A good tactic is to throw a frag grenade and then keep the goons pinned until it detonates.

It's included so that you can avoid detection, but it invariably leads to hi-larious pile-ups.

There's also a clever disguise mode that sees your purloined uniform becoming more 'transparent' to enemy AI the longer you wear it. This doesn't mean you end up freezing your pingpongs off, just that the more credible your cover, the longer you go undetected. So at least two good reasons why we reckon you might want to opt for this over *Die Hard Vendetta*. PSM2

The earliest of early days, but looking tasty nonetheless.

HIT STORM: The variations in enemy body armour means you've got to be super accurate.

DVD ACTION

The code's far too early at the moment to show anything – we'll bring you some after E3...

HANDS-ON VERDICT

2 Getting the shot right on a rooftop guard and watching him tumble three storeys into the snow... priceless. It's enough to make you look way beyond the jittery framerate and wobbly AI and realise that there's something good going on here – even if it is inexorably tied up with *Splinter Cell*. The number of enemy units is definitely a contributing factor on the plus side, with the crowds on-screen pushing your split-second targeting to the limit. Not only that but their different attack routines and armour types make each encounter a challenge. Problem is, all your weapons need to reload far too frequently, which leads to you taking too many unnecessary hits early on in levels where extra health and armour are in desperately short supply.

You'll love it because...

You want an FPS that's pacey *and* smart.

You'll hate it because...

You're full of splinters and all out of cool, cool TCP.

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

ICE NINE

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

KOEI®

Xtreme Legends™

DYNASTY WARRIORS 3™

The Warriors Return, and the Battle Rages On...

7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

Customise Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

- Discover 5th Weapons and New Items!
- Four New Challenge Modes!
- New "Very Hard" Difficulty Level!
- Challenge Mode Ranking System!

DW3 REMIX!!! Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Saved data is fully compatible between both games.

AVAILABLE MARCH 2003

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PlayStation®2

FIGHT RUSSIAN

1 The Soviet occupation of NYC brings about a really atmospheric change to the city. At the start typical US adverts are present on all the hoardings but, by the time you reach a very Moscow-like winter, all the ads have been replaced with Soviet propaganda while Communist statues dominate the streets.

PROMOTE CONTROL: When the action starts all the ad hoardings are filled with US products.

RED CENTRE: As the campaign moves through the seasons, more and more Soviet icons appear.

EXPECTED UK LATE 2003

FREEDOM: THE BATTLE FOR LIBERTY ISLAND

Io-Interactive tread another moral minefield by bringing war to downtown Manhattan.

WE'RE LUCKY to see this game at all. Back in the early developmental stages, the premise of a cold war USSR invading NYC seemed the stuff of bad '80s teen flicks like Red Dawn. Io even planned a climactic battle to rage through the corridors of the World Trade Centre, safe in the knowledge that no-one, no-one would attack the US on home territory. One 9-11 and two stray Boeing 767s later and the coders were faced with a tough decision.

PSM2 FIRST PLAY

Thankfully for us, they said sod it, let's shift the recognisable buildings into the background and run with this regardless. The result? One of the most clever, well executed squad-based games seen on PS2. Even *SOCOM*, for all its voice-activated/multiplay smartness, can't beat the balance Io have struck between arcade blasting and ease of command. And the reason why we're getting all sticky fingered about our first play? The gun wielded by the central character, Chris. As user interfaces go, it's a high calibre lump of ballistic brilliance that takes the whole point-and-click bollocks of yore and drops hot shell cases all over it from a great height. Here's how it works...

Chris starts the game with a set number of charisma points that appear as a bar in the top right-hand corner of the screen. The more charisma points that you manage to collect, the more men you can recruit to fight alongside you – up to a maximum of 12. Wander up to any freedom fighter you locate in the game, tap ⊗ and, providing you've got enough charisma, they'll fall into rank. Now here comes the clever part. The symbol pad is broken down into four basic commands – much like those seen over on the D-pad in *Starfighter*. So ◎ equals defend, △ attack and □ follow me. What you can do, though, is switch to a semi first-person mode, aim your sights on any piece of the environment and tap out any of these commands in sequence. The result? Your squad immediately move out leaving you to either take a back seat and carry on commanding, or support them in a more hands-on manner. What you get, then, is a game that balances open aggression with tactical savvy on every level.

BAND AID OF BROTHERS: On Easy mode the health packs get used automatically.

In one instance we set our three-man team to defend a door leading out into a carpark filled with Soviet troops. Then we pegged it up to a window that overlooked the battlefield, sighted our sniper rifle and then commanded the team to 'attack' a gun emplacement (you do this by holding rather than tapping the △ button). Once they were en route, we supplied covering fire from the window before heading down to chuck a few Molotov cocktails into the mix. Absolute genius. And that's just from a one level demo that you can complete in about three minutes flat. Just imagine the possibilities when you're heading into a fortified base with 12 freedom fighters in tow and the bulk of the Red Guard waiting to give you noogies. **PSM2**

So impressive we'll be organising a comprehensive update as soon as we get more code post E3.

"ONE OF THE MOST CLEVER, WELL EXECUTED SQUAD-BASED GAMES SEEN ON PS2"

HITMAN BABY ONE MORE TIME

2 As a result of this, all of the 14 massive environments in the game have full realtime lighting effects. What does

SEERER BRIGHT MAN: Braziers throw impressive shadows up on the surrounding walls.

LIGHT RIFLE: Run into combat and the muzzle flashes brighten your face and shoulders.

CRUEL TO BE BLIND: Shoot out the light and Soviet troops find it harder to target.

TRUCKED UP: All vehicles are incendiaries with wheels. Target them for instant fireworks.

SHOUT OF ORDER

4 How are *you* going to take back the city then? Well, the way we went about it involved a lot of climbing, which is not necessarily a bad thing... Discovering that you can bunk yourself up on to various buildings, immediately turns you into a roof-top strategist. Then, together with a six man-squad, you can tap out commands to move forward while getting the others to defend a gun emplacement for covering fire. Again, we say, genius.

TRAIL SAFE: Pressing and holding

STAIR EXTENSIONS: The AI is such that even tight interiors can't fox your team.

Attack Target
Attack Target
Defend position
11 / 43
To command all your freedom fighters to attack the enemy, press and hold

TELL IT, LIKE IT BIZZ: Sight your weapon and you can start to mix your tactical orders to maximum effect.

DVD ACTION
We show you a full play-through of the demo level that we played, plus we chat to Martin Guldbaek about *Freedom* and *Hitman 3*.

X SQUAD: This was EA's first attempt at bringing squaddies to gamers. And... it... was... shit.

PROJECT EDEN: Eidos' futuristic take scored well, but was undercut by its complex control system.

THE THING: A great sense of tension, but your efforts to keep your team sane were only temporary.

FREEDOM: Arcade smart but tactical. No other team based game gives you this kind of... of... freedom.

SHOD SQUAD

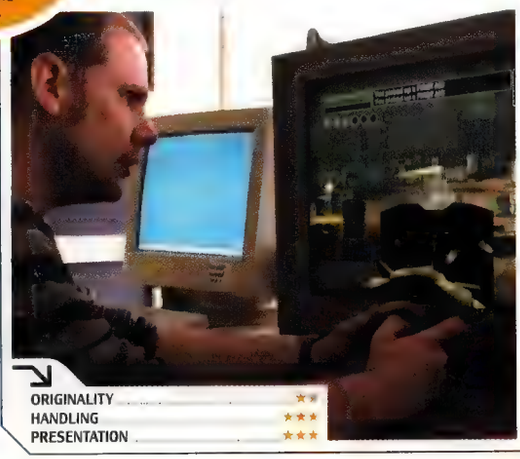
3 Like a satchel kicked around by bored school kids, squad-based shooters have been something of a mixed bag on PS2 up until now. So, to give you a quick overview of what's out there at the moment, and where we think *Freedom* will fit into the scheme of things, here's a quick rundown of the major players in the PS2 squaddie line-up. Oh, and note that *SOCOM* hasn't been worked into the equation just yet...

HANDS-ON VERDICT

5 Our only reservation for this one was the speed with which we could complete the one-level demo. Once you'd fully learned the command system you could whip through the sizable levels in under three minutes. We were assured by Io's lead designer, Martin Guldbaek, that the actual game will be a lot tougher, though. Solo missions, points in play where your charisma gets reduced to zero and always that replay factor where you can tackle each level at the head of a column of troops or direct the action from afar. And, we almost forget to mention the two-player, split-screen capture-the-flag mode that includes the full troop management feature as well.

You'll love it because...
Even *The Thing* was slightly too ponderous for you.

You'll hate it because...
You'll burn through the ten missions in no time at all and find yourself gagging for more.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

FREEDOM
THE BATTLE FOR LIBERTY ISLAND

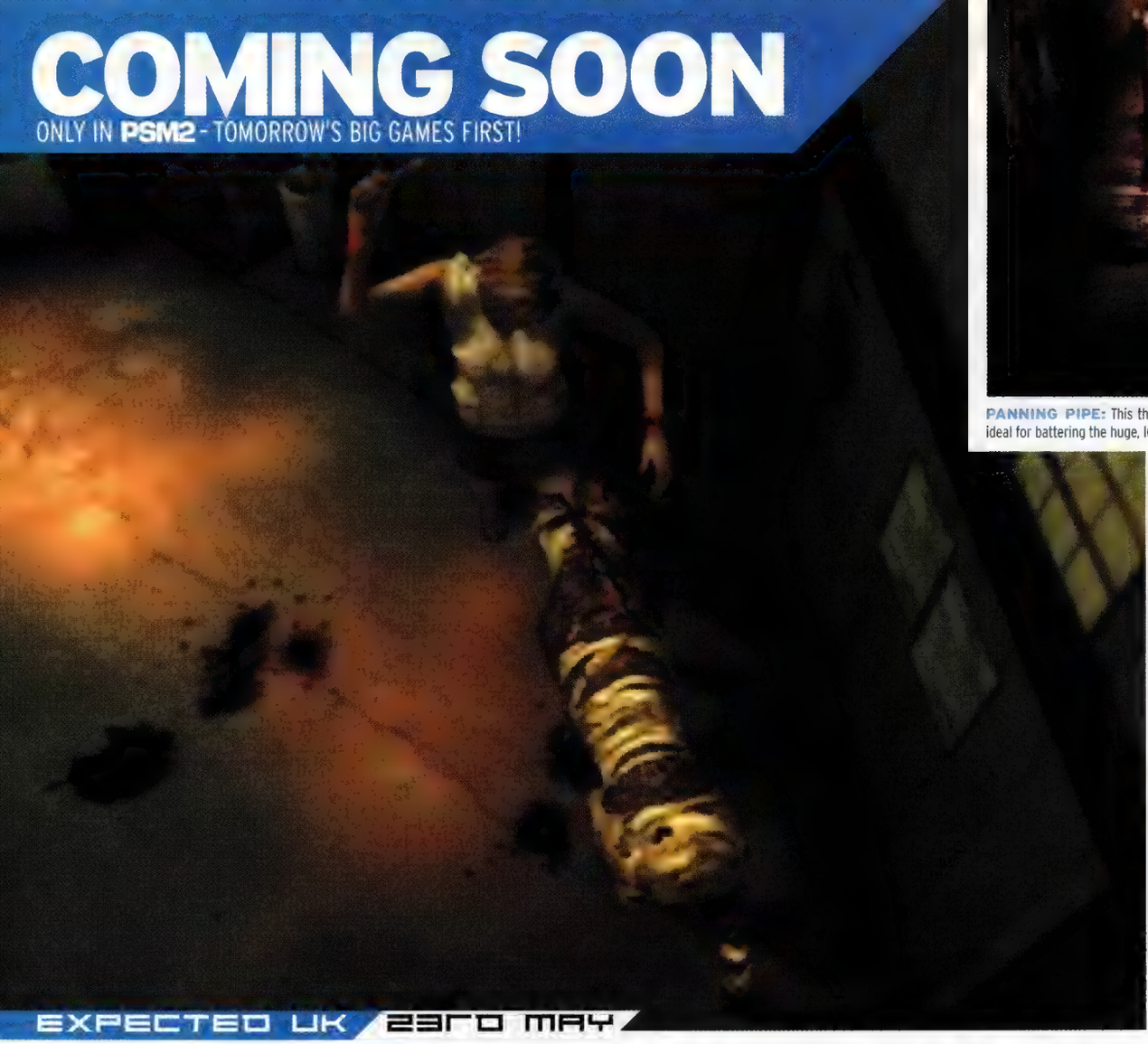
INFO
- **DEVELOPER**
  Io-Interactive
- **PUBLISHER**
- **GAME TYPE**

ANTICIPATED FEATURES
- Full realtime lighting.
- 14 environments contained within ten missions.
- Nine weapons, including rocket grenades, shotguns and even a wrench.
- The ability to control up to 12 troops with 35 characters on-screen at any one time.
- Score played by the London Philharmonic.

WHERE IT'S AT...
- Not every level is as tidy as the demo, but things are well on target for a launch at the end of 2003.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



PANNING PIPE: This three foot chunk of metal is ideal for battering the huge, lumbering, faceless *things*.

DOG GONE: The revolver will take out beasts who move fast and stay low to the ground.

EXPECTED UK 23RD MAY

SILENT HILL 3

Welcome back to Silent Hill – the town with more chunder points than save points.

WHEN the shotgun and sick-bag original *Silent Hill* hit PSone in 1999, it clearly borrowed filmic trickery and production values more effectively than any previous game. Shocking cameos, eerie twists and revolting visuals which had become passé on the big screen, scared the living DualShocks out of unsuspecting players. Unfortunately, too much more of the same soon followed with the advent of PS2. *Silent Hill 2*'s familiar locales, a doppelgänger lead character and a déjà vu-inducing plot may have wowed newcomers, but hardened fans were a tad underwhelmed. Enter: *Silent Hill 3*.

This latest instalment looks utterly superb, boasting way more detailed environments and spectacular monsters than ever. And, yes, after a dream-like opening, which casts you back to the Lakeside amusements from the previous games, you find yourself playing as a girl far away from the eerie town of the title. So far, so different.

Perhaps reassuringly for die-hard fans, things soon take on a decidedly familiar feel as you guide Heather through a nightmarish world where monsters are chewing human face around every dark corner. This preview code soon chucks you in the midst of the kind of adventuring that has always under-pinned the series. Bundled into a series of multistorey buildings, your task is simply to get out alive, unlocking doors by solving puzzles and beating the hell out of monsters along the way. *Silent Hill* virgins will be thrilled by the neat touches, such as the way your character follows useful items with her eyes and chilling moments of suspense and downright weirdness.

It appears some functions from previous games have been removed, though. Most notably the Free Look mode, which allowed you to scour every stinking inch of the walls, floors and ceilings, does not appear in the code we've got hold of, making it tricky to leave a room confident that you've stripped it of useful items.

As a protracted survival horror it seems as though *Silent Hill 3* will only reveal its true quality to us after we've completed a gruelling 40-hour marathon of play. After all, a meandering plot and scary incidents have traditionally hidden the fetch and carry foundations of previous games in the series. Such touches, no matter how clever, can only provide a façade for so long.

How the bloody plot coagulates into a messy storyline, what extra locations are revealed by the full game and the ways in which new shock tactics scare you stupid will combine to determine just how terrifying and enjoyable this game is. As it stands, *Silent Hill 3* is every inch the horror sequel, providing fundamentally more of the same. **PSM2**

The Hill will be stirring stomachs from Friday 23rd May. Don't miss our review next issue.

PSM2 FIRST PLAY

NUT CASE: Only in gaming logic is it wise to keep a walnut in case you need it later.

JERKY GRAPHICS: Chuck down some minging meat to distract the dogs of hell.

"YOUR TASK IS TO GET OUT ALIVE, BY SOLVING PUZZLES AND BEATING THE HELL OUT OF MONSTERS"

GUN ROAMIN'

1 **A few familiar features return in this third outing. Alongside the radio which warns you about those approaching monsters, and the flashlight which sheds *just* enough light on your surroundings to discover which way to go or what to pick up, you'll soon get to grips with some weapons akin to those in the first two games. And to add a tactical dimension to the game, certain weapons are more useful than others against the enemies ranged against you...**

BRIEF ENCOUNTERS

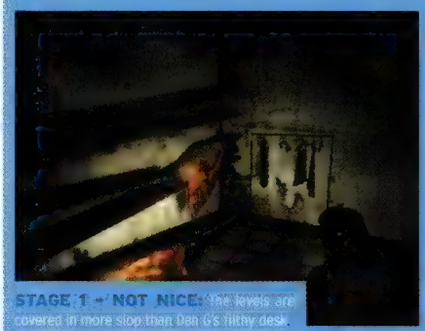
2 Keep your eye out for the many cameos from individuals who take a keen and downright eerie interest in your actions. The comments they come out with are sometimes a little on the unusual side, while at other times they're positively mind-boggling. Piece together their insane ramblings and you'll begin to uncover the truth about Heather's place in the madness that is over-taking the world...

POLICE LINE: Before it all goes crazy you're accosted by a copper claiming to know about "your birth". Odd.

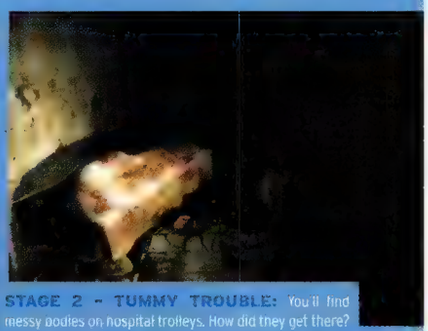
VISION EXPRESSED: A shadowy figure appears to reassure, despite your throbbing headache.

FANCY A NICE, HOT BARF?

4 With every turn in *Silent Hill 3* you'll get steeped further in blood until you're so immersed in gore you'll have to wade through to the other side. Turning back is not an option. And as the blood thickens, so the vomit-inducing weirdness of the creatures you battle and the remains you uncover increases. Hold your nose – you're about to feel like a vegetarian visiting a low-grade Ukranian abattoir. Check out this five stage guide to the chunder power of *SH3*.

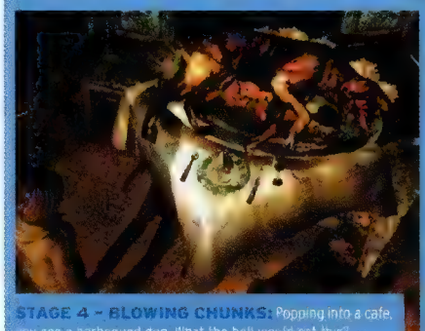


STAGE 1 – NOT NICE: The levels are covered in more slop than Dan G's filthy desk.

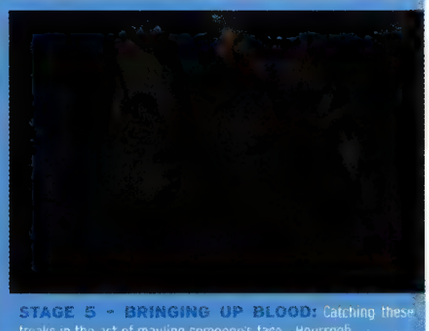


STAGE 2 – TUMMY TROUBLE: You'll find messy bodies on hospital trolleys. How did they get there?

STAGE 3 – DRY RETCHING: The horror continues – a stirring in the cornet turns out to be a twisted beast.



STAGE 4 – BLOWING CHUNKS: Popping into a cafe, you see a barbequed dog. What the hell would eat this?



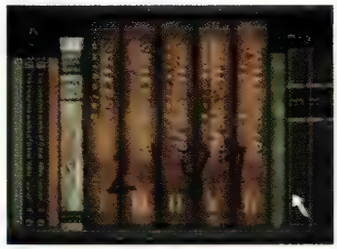
STAGE 5 – BRINGING UP BLOOD: Catching these freaks in the act of mauling someone's face... Heurrogh.

BARD ENTRY: Damn, a locked door! If only you could crack the keycode...

BOOK BACK IN ANGER...

3 Despite the high action sequences and the disturbing psychological plot, most of your time traversing the murky hallways of *Silent Hill 3* will be spent toing and froing from muck-splattered room to blood-drenched hall trying to solve puzzles to help you pull through the nightmare. To ease you in, the first few conundrums are pretty straightforward, often centred in one room to introduce you to the game logic, which can be a little weird...

SONNET BOON: Hmm... someone's chucked some Shakespearean anthologies on the deck.



MIGHTY PEN: Placing them back in a jumbled order reveals a scrawled number...

SHAKES-FEAR: And you're through the door and off to be kicked to death by a salivating beast.

HANDS-ON VERDICT

5 There's no doubt that *Silent Hill 3* has higher production values than a Michael Jackson video. This latest instalment in the series certainly looks the part too. But while the development team have clearly taken plenty of criticism on board, early impressions are that the game doesn't do enough to iron out old niggles. The claustrophobic camera work still leaves you in the dark when you're attacked by enemies just inches from your vulnerable legs. The controls too, are far from instantly responsive. Once again, Konami are punting a classic sequel in *Silent Hill 3* – after the two prequels, we're treading the same safe ground, with a few twists and extras to add spice.

You'll love it because...

With the curtains closed and the candles lit, *Silent Hill 3* pulls off some genuinely sick and scary moments.

You'll hate it because...

Underneath the glamour and often-imitated good ideas this game is founded on familiar 'fetch coat-hanger and hook the ladders' adventuring. And you have a weak constitution.

DVD ACTION
Get yourself over to Hands-on Previews on this month's disc and check out a brand new *Silent Hill 3* trailer. If you can stomach it...

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★★

SILENT HILL 3

INFO
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Survival Horror

ANTICIPATED FEATURES
- Three difficulty settings for puzzles and combat.
- Multiple endings, mental plots and cutscenes.
- New armaments including automatic weapons.
- No free soundtrack to accompany the game, unlike in the US.

WHERE IT'S AT...
- Incredibly, Konami are releasing the title in Europe ahead of the US and Japan. This preview code suggests the game's practically finished, too.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MAY

BLACK & BRUISED

Pud 'em up for Vivendi's comedy take on the noble sport of pummelling people into unconsciousness.

ROCKY too retro? *Knockout Kings* too technical? *Mike Tyson* too crap? Then *Black & Bruised* might well appeal. This is a day-glo, sugared up, happy go lucky boxing sim attempting to fill the medium-to-small void left in the market since Midway gave up on *Ready 2 Rumble*.

Black & Bruised has been realised with the broadest of cartoon brush strokes. For instance, there's an Irish fighter called Mickey McFist and the biggest fighter in the game is called 'Tiny'. Yer see what they've done there? No gaming stereotype is too cheap for developers Digital Fiction as they attempt to woo you with the game's no nonsense charm.

This is not to say *Black & Bruised* doesn't have its more delicate moments, such as the Boxer's Life option which is basically the Career mode. Each fighter has their own fighting tale which is told through a series of FMV clips, the events of which have their consequences. So, in one sequence, trailer trash lovely Cindy slashes up the frocks of some beauty queen rivals only to chop up her left hand which she subsequently can't use in her next bout. It's pretty much like a Challenge mode with a plot attached, which is tantamount to the real substance in this type of game.

With user friendly gameplay, larger than life action, and damage animation that leaves losers looking like a banana in a badly packed lunch box, only the most cold hearted of gamer will fail to be entertained by *Black & Bruised*. **PSM2**

Review next issue...

"ONLY THE MOST COLD HEARTED OF GAMER WILL FAIL TO BE ENTERTAINED BY BLACK & BRUISED"

PSM2 FIRST PLAY

DVD ACTION

Chuck this months disc in your PS2 right now for an exclusive taster of *Black & Bruised* in Accelerator Kickin'.

THANK PUNCHY: It's all about keeping the combos going and maintaining the stars.

SSX MICKY: McFist is quick but needs power-ups to increase the damage he inflicts.

RINCIN' SOUND: You don't choose your power-up - it's completely random.

THE PUNCH BUNCH

1 **The key to becoming a *Black & Bruised* champion is getting your hands on a power-up before your opponent. By chaining all of your combos together you build up the stars icons on screen. If you manage to get a full set, you'll be awarded with extra health, speed or punching power.**

HANDS-ON VERDICT

2 **It's certainly predictable, it's definitely a bit messy, but there's no denying that it's also a whole heap of fun. At first it seems that the fastest fingers will win every bout, but soon you learn there's a far more strategic approach to be taken – it's all about how you use those power-ups. While it's tempting to use them and lose them as soon as you get hold of one, if you just hold on to them and carry on chaining the combos together, an elusive and spectacular level 3 power-up can be attained, which means you'll be capable of winning a bout.**

It's this stick or twist dilemma that gives the game a much needed edge and gives us a decent reason for purchase. Without it, the game would seem almost wafer thin in terms of gameplay. It's big, brash and daft as a brush – the only danger here is that the thrills may be all too brief.

You'll love it because...

You like your beat-em-ups brutal but simple to play.

You'll hate it because...

It hasn't quite got the depth of challenge that you'd get in *Rocky* or *Knockout Kings*.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

INFO

- **DEVELOPER** Digital Fiction
- **PUBLISHER** Vivendi
- **GAME TYPE** Beat-em-up

ANTICIPATED FEATURES

- 18 fighters.
- 18 arenas.
- 30 facial [illegible] per fighter.
- Six playing modes including the career based Boxer's Life.
- Three levels of power-up.
- Two-player.

WHERE IT'S AT...

It's already out in the US, so we're pretty confident that we played a complete version. The sound effects could do with a bit of work, but there's no reason why it shouldn't hit its summer release date.

Fig 9. Evolution or Revolution.

Darwin may not approve but it's your job to stop the monkey mayhem as Ape Escape 2 debuts on PS2. An arsenal of weaponry should help you avoid all the banana skins on the twenty different levels. Ooh, ooh, go get 'em.

www.apeescape2.com uk.playstation.com

PlayStation.2

THE FR NTIC PLACE THE HILARI US PLACE THE THIRD PLACE

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COMING SOON

ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

A	AA	Hammer	P
A	AS		Pz
A	Ar		R
B	Bt		RPG
B	B		S
F	FPS		Sm
F	FS		Sp
M	M		Str

APRIL 2003

Aero Elite Combat Academy	Sega	FS
BloodRayne	Vivendi	AA
Choplifter: Crisis Shield	Xicat	Ar
Dance Dance Revolution Max	Konami	B
Def Jam Vendetta	EA	Bt
Die Hard Vendetta	Vivendi	FPS
Fighting Fury	Midas	Bt
Inquisition	Wanadoo	AA
King Of Route 66	Sega	R
Mace Griffin: Bounty Hunter	Vivendi	FPS
Malice	Vivendi	P
Macken Shao	Midas	AA
Racing Simulation 3	Ubi Soft	R
Raging Blades	Wanadoo	Bt
Rugrats: Royal Ransom	THQ	AA
SOCOM: US Navy Seals	Sony	AA
Vexx	Acclain	P
WWE Crush Hour	THQ	R
X-Men 2: Wolverine's Revenge	Activision	AA

MAY 2003

BattleBots	THQ	Bt
Black & Bruised	Vivendi	Bt
Club Football	Codem'ters	Sp
Dragon's Lair 3D	THQ	AA
Enter The Matrix	Atari	AA
F1 Career Challenge	EA	R
IndyCar Series	Codem'ters	R
NBA Street	EA	Sp
Pro Beach Soccer	Wanadoo	Sp
Return to Castle Wolfenstein	Activision	FPS
RTX Red Rock	Activision	AA

Speed Kings	Acclaim	R
Splashdown 2	THQ	R
Twisted Metal Black Online	Sony	S
World Champ'ship Snooker 2003	Codem'ters	Sp

JUNE 2003

Dark Chronicle	Sony	RPG
Dungeons & Dragons Heroes	Infogrames	AA
Evil Dead: Fistful of Boomstick	THQ	AA
Freestyle: Metal X	Midway	Sp
Great Escape, The	SCi	AA
Reel Fishing 3	Ubi Soft	Sp
Resident Evil: Dead Aim	Capcom	S
Tomb Raider: TAOD	Eidos	AA
Virtua Fighter 4: Evolution	Sega	Bt
Wakeboarding Unleashed	Activision	Sp
X-Files: Resist or Die	Vivendi	AA
XGRA	Acclaim	R

JULY

Breath of Fire: Dragon Quarter	Capcom	RPG
Clock Tower 3	Capcom	AA

LATE 2003

13	Ubi Soft	FPS
A Sound of Thunder	Bam!	AA
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Amplitude	Sony	B
Bad Boys 2	Empire	AA
Beach Volleyball	Acclaim	Sp
Bruce Lee	Vivendi	Bt
Broken Sword: The Sleeping Dragon	Sony	AA
Bullet Proof Monk	Empire	AA
Chaos Legion	Capcom	AA
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Deus Ex 2: Invisible War	Eidos	FPS
Dredd Vs Death	Vivendi	AA
Final Fantasy 10-2	Sony	RPG
Finding Nemo	THQ	AA
Fire Warrior	THQ	FPS
Four Horsemen of the Apocalypse	3DO	AA
Freedom: Battle for Liberty Island	EA	FPS
Futurama	SCi	AA
Ghostmaster	Empire	AA
Gran Turismo 4: Online	Sony	R
Hulk, The	Vivendi	AA
Jak 2: Renegade (Jak & Daxter 2)	Sony	P
Mercedes-Benz World Racing	TDK	R
Mission: Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pride FC	THQ	Bt
Soul Calibur 2	Sony	Bt
Sphinx	THQ	AA
Suikoden 3	Konami	RPG
This Is Football 2004	Sony	Sp
Tom Clancy's Raven Shield	Ubi Soft	AS
War of the Monsters	Sony	Bt
ZOE 2: The 2nd Runner	Konami	M

TO BE CONFIRMED...

A10 Warthog	tbc	FS
Alias	Acclaim	AA
Alien vs Predator: Extinction	EA	Str
Armored Core 3	Metro 3D	M
ATV Offroad Fury 2 Online	Sony	R
Backyard Wrestling	Eidos	Bt
Batman 2	Ubi Soft	AA
Ben Hur	Vivendi	R
Blood: The Last Vampire	Sony	AA
Bomberman Kart	Konami	R
Bomberman Online	tbc	Pz
Breaker	Tecmo	FPS
Bulletproof Monk	Empire	AA
Butterfly Table Tennis	Metro 3D	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Chariots: The First Olympics	Candella	R
Charlie's Angels	Ubi Soft	AA
Club Football	Codemasters	Sp
Coaster Works 2	Xicat	Str
Conflict: Desert Sabre	SCi	AS
Colony Wars Online	Sony	S
Crank The Weasel	Midway	P
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	M
Curse: The Eye of Isis	Wanadoo	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dead to Rights	Sony	AA
Death Crimson	Sammy	AA
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dog's Tale	Sony	P
Driver 3	Infogrames	R
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Engalus	tbc	AA
Everquest Online Adventures	Sony	RPG
Evolution Skateboarding	Konami	Sp
F1 Racing Championship	Ubi Soft	R
Falcone	Virgin	FPS
Face Off	Cryo	AA
Final Fantasy 10-2	Sony	RPG
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freaky Flyers	Midway	FS
Fugitive Hunter	Infogrames	AA
Full Throttle 2	Activision	RPG
G-Police Online	Sony	FS
Ghosthunter	Sony	AA
Gladius	Activision	RPG
Good Cop, Bad Cop	Revolution	AA
Gremlins	LSP	P
GT Racing	Midas	R
Guilty Gear X2	Sammy	Bt
H2Overdrive	Ubi Soft	R
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	CDV	Sm
Hot Wheels	THQ	R
I, Gladiator	Acclaim	AA
Ice Nine	Bam!	FPS
Ico 2	Sony	AA
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Lego Galidor	EA	AA
Looney Tunes: Back In Action	EA	AA
Lost, The	Ubi Soft	AA
MLB Slugfest	Midway	Bt
Monster Rancher 3	Tecmo	AS
Music 3	Codemasters	Sm
Myst 3	Ubi Soft	Pz
My Street	Sony	Pz
NASCAR Thunder	EA	R
NBA 2k3	Infogrames	Sp
NFL 2k3	Infogrames	Sp
NHL 2k3	Infogrames	Sp
Nickelodeon Party Blast	Infogrames	Pz
Nobunaga's Ambition Online	Koei	Str
Okage: Shadow King	Sony	RPG
One Must Fall: Battlegrounds	tbc	Bt
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Planetside	Sony	FPS
Project BG & E	Ubi Soft	AA
Red Dead Revolver	Capcom	S
Resident Evil Online	Capcom	AA
Richard Burns Rally	SCi	R
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
Rubu Tribe	Interplay	AA
Rygar	Tacmo	Ar
Samurai Jack	Bam!	P
Savage Skies	LSP	FS
Sega Seabass Fishing Duel	Acclaim	Sp
Shaun Murry's Pro Wakeboarder	Activision	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codem'ters	FPS
Silent Hill 3	Konami	AA
Sim City 4	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
Spy Hunter 2	Midway	R
SSX3	EA	R
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Star Wars Galaxies	Activision	RPG
Starsky And Hutch	Empire	AA
Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Syphon Filter Online	Sony	AA
Tak: The Power of Juju	THQ	AA
Tales of Destiny 2	tbc	RPG
Terminator 3	Infogrames	AA
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Tiger Woods PGA Tour 2004	EA	Sp
Titanium Angel	SCi	AA
Transformers	tbc	M
Tribes Aerial Assault	Vivendi	FPS
True Crime	Activision	AA
Urban Freestyle Soccer	Acclaim	Sp
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations

What are the nation's favourite games? Who are the best gamers?

Coming to itv1 Easter Sunday

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DESPERATE DANCE: The first *Dancing Stage* game to hit PS2's sure to spark many imitators. You just wait...

With no driving, shooting, or opportunity to bellow obscenities as another goal steams home, *Dancing Stage MegaMix* might not seem the kind of game PSM2 gets off on. But sometimes a man's just got to dance. The slippery rustle of a dancemat under day-old socks... the nodding head and gaping mouth as you try to mark time... the 760bpm sweaty sprint through one of Konami's own intense para para hi-energy tracks... What could be more relaxing than a good dance in your living room with the heating on high and the curtains drawn?

Except that it's not really dancing. It's pogoing around on a piece of plastic, stamping on arrows like you're trying to put out a campfire. For elegance and subtlety, it ranks right up there with Hale & Pace's The Stonk. But as a competitive videogame – and pure amusement for everyone rolling around the floor laughing at you – it's pure class.

Never experienced one of Konami's Bemani dancing games before? Don't be intimidated – this ain't rocket science. Think *PaRappa*, but with the on-screen beat-nailing symbol buttons replaced with D-pad directions and the tempo cranked up to 11. The arrows drift up the screen, you press the direction on the dance mat (or DualShock) as they hit the bar at the top. Simple. Or at least, simple *to start with* – until the combos, 'holds' and the challenge of working across two mats tempt you to experiment.

"FOR ELEGANCE AND SUBTLETY, IT RANKS RIGHT UP THERE WITH HALE & PACE'S THE STONK"

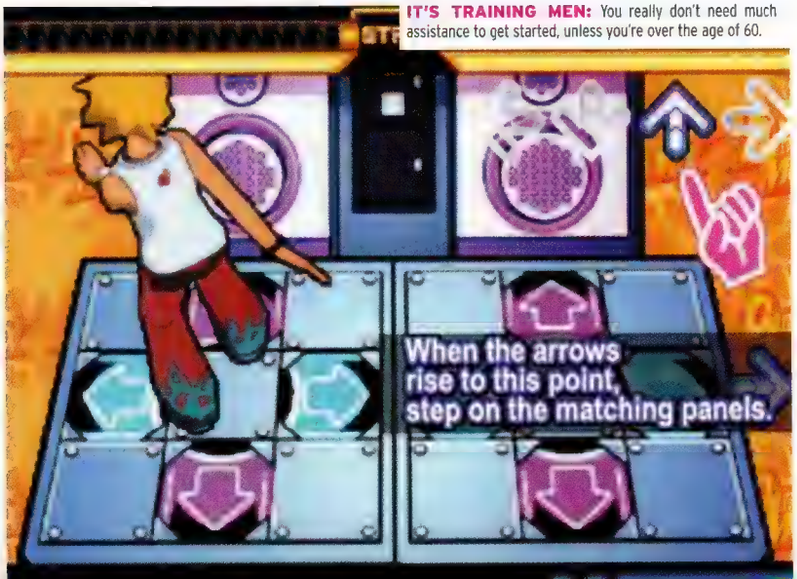
So what does the first *Dancing Stage* game to hit our super-system bring to the series? First up, as always, is a raft of new tunes. You'll find the full listing on the opposite page, but the nine licensed tracks range from the perfectly acceptable Minogue and her 'Love at First Sight' to the dodgy fat-goth guff of The Cure. Actually, you'll only find portions of the tracks rather than the full things. For full steam ahead dance-yourself-blind longevity you'll need to turn to Konami's own tracks generated in-house by members of their Japanese development studios. You'll need the stamina of Paula Radcliffe to tackle some of them though – THEY'REA LITTLEFULLONNEVERLET UPINTENSESEE?

Mode-wise things are pretty standard, with training, practice and a straight conversion of the arcade game all fitted as standard. The calorie counting Workout mode also returns, so keeners can set goals based on either the calories they want to burn or time played. The game's pretty much adaptable in ▶

KYLIE RECOMMENDED

YOUR GUIDE TO DANCING STAGE MEGAMIX

Dear Diary, today was a good day. I finally nailed Kylie using two mats. I am a god – a freestylin', knee-droppin' dancing maniac GOD. Fear my feet...



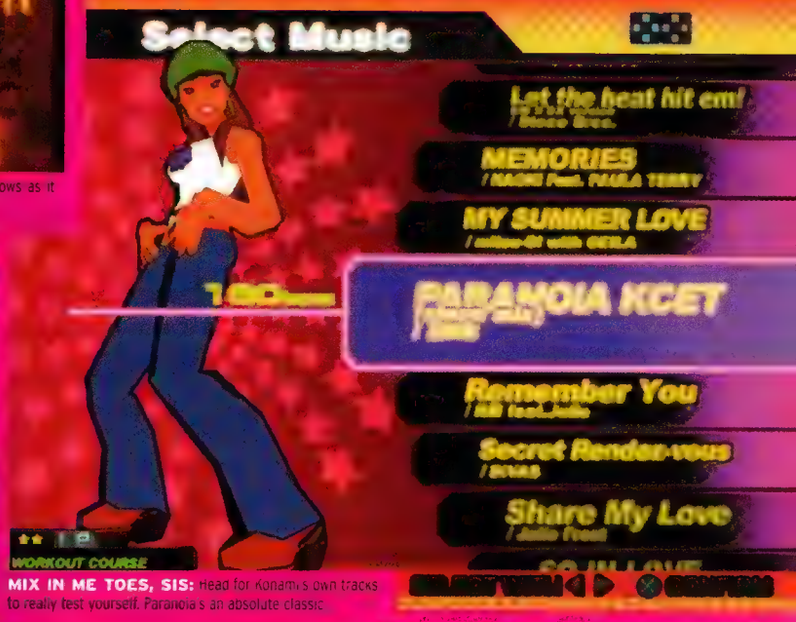
IT'S TRAINING MEN: You really don't need much assistance to get started, unless you're over the age of 60.

Building on the success of their *Beatmania* DJ smash, Konami released their *Dance Dance Revolution* (aka *Dancing Stage* in the UK) coin-op to an enthusiastic Japanese reception in September 1998. The first home version of *DDR* then followed in March 1999. And that's when it all starts to get a little complicated, with a stream of updated 'mixes' of the game following throughout the next four years, each throwing new music tracks, new game modes and additional features into the mix.

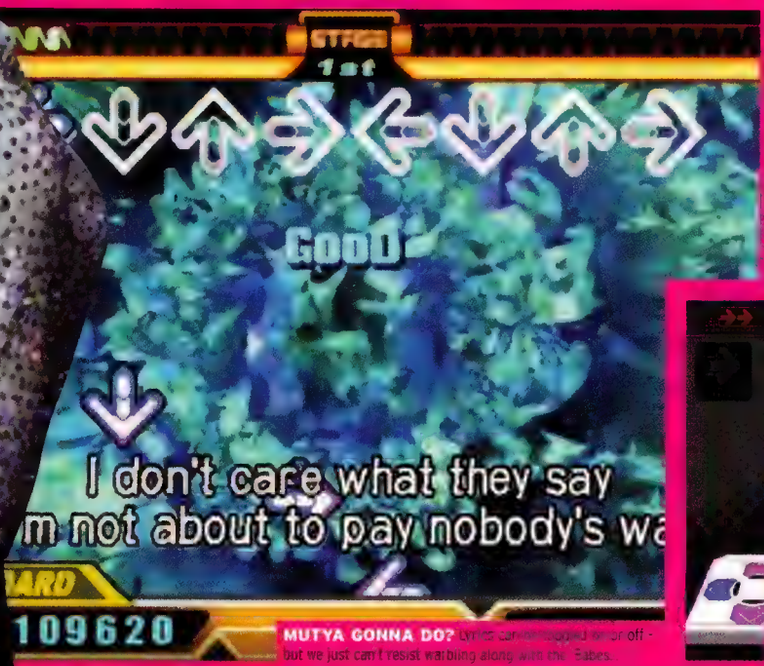
Surprisingly, for such a superficially straightforward game, the series has spawned a legendary community of followers, particularly on the West Coast of the US, which in turn has generated a hardcore Internet community where Bemanites swap stepcharts, freestyling moves and arrange tournaments (take a look at ddrfreak.com and ddrmaniax.net to sample the level of passion for Konami's games). The fan base that's grown with these games is large and outspoken enough to rival those dedicated to more 'acceptable' mainstream titles. And we use the word 'mainstream' very, very loosely – if there's one game that can get your girlfriend/wife/dirty old dad genuinely interested in PS2, *Dancing Stage MegaMix* is it.

ARROW IN FURNESS: Nail one of the arrows as it reaches the slot at the top for a Perfect.

HOLD, MEMBER: The green arrows indicate where you should stand on the pad and hold it down..

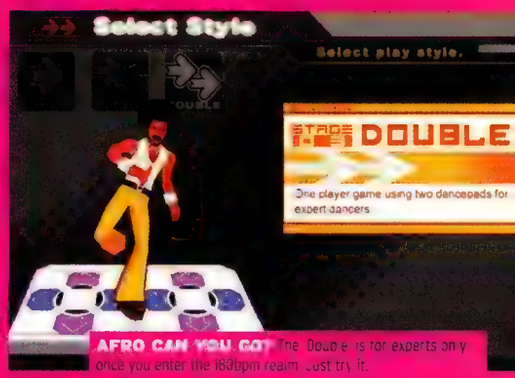


MIX IN ME TOES, SIS: Head for Konami's own tracks to really test yourself. Paranoia's an absolute classic.



MUTYA GONNA DO? Lyrics can be tough to make out - but we just can't resist warbling along with the Babes.

COMBO MASTER: Each time you crack off an arrow, you get a point added to your combo total.



AFRO CAN YOU GO? The Double is for experts only once you enter the 180bpm realm. Just try it.

"THE TRACKS RANGE FROM MINOGUE TO THE DODGY FAT-GOTH GUFF OF THE CURE"

PUT THE NEEDLE ON IT

As mentioned earlier, *MegaMix* packs in extracts from nine familiar licensed songs and 20 Konami-generated dance floor anthems. Don't go expecting the likes of The Lovecats to be a middle aged lipstick-smeared bloater's walk in the park, mind. The higher the bpm, the faster those arrows rise...

Love at First Sight	Kylie Minogue
One Step Closer	S Club Juniors
Shake UR Body	Shy FX & T-Power feat. Di
Freak Like Me	Sugababes
When You Look At Me	Christina Milian
A Little Less Conversation (Elvis vs JXL)	Elvis vs JXL
Stealin' Beats	Kid Galahad
The Lovecats	The Cure
It Takes More	Ms. Dynamite
BRILLIANT 2U (Orchestra-Groove)	NAOKI
BROKEN MY HEART	NAOKI feat. PAULA TERRY
CRASH!	Mr.BRIAN & THE FINAL BAND
DROP THE BOMB *System S.F. Mix	Scotty D.
Groove 2001	Sho-T feat. Brenda
I Was The One	good-cool
Kind Lady	OKUYATOS
Let the beat hit em! BM II OX version	Stone Bros.
MEMORIES	NAOKI Feat. PAULA TERRY
MY SUMMER LOVE	mitsu-O! with GEILA
PARANOiA KCET (clean mix)	2MB
Remember You	NM feat. Julie
Secret Rendez-vous	DIVAS
Share My Love	Julie Frost
SO IN LOVE	Caramel.S
Spin the disc	good-cool
Sweet Sweet(heart) Magic	jun
TRIP MACHINE CLIMAX	DE-SIRE
TSUGARU	RevenG vs DE-SIRE
VANITY ANGEL	FIXX

EXTRA OPTIONS

ROULETTE
NONSTOP

©Corbis

DANCING STAGE

"SCIENCE CAN BE FUN"

SIMPLE MINES: The backgrounds are just what you'd expect - quirky and distracting at times.

▶ every respect, with four initial difficulty modes, the ability to switch off lyrics, roulette and non-stop options for the soundtrack, the opportunity to go co-op or try out the twin mat challenge yourself, and the relief of being able to remove the booing during gameplay. Quite frankly, the last thing you want is to be getting stick from something you've just spent £40 on.

The next step, surely, has to be a way in which a *Dancing Stage* game can work in conjunction with your own CD collection. Hell, by then the Empire's Death Star'll probably be finished... **PSM2**

WORK THOSE BUNS, FATTY...

Officially, Konami's Workout mode 'adds fitness goals while counting the number of calories consumed during play'. Unofficially, it just records the amount of times you hit a pad – if you're feeling left behind by the complexity of the dance routines, just sprint on the spot to feel (and see) the burn instead.

STEP 1

First of all you need to input your weight. This can be quite depressing, as the default setting is 50kg, with you having to stand on the right arrow till it *finally* hits your weight.

STEP 2

After you've selected the pace of the workout, you can set workout targets by goal: Play Time, Calories Burned or the radical No Settings.

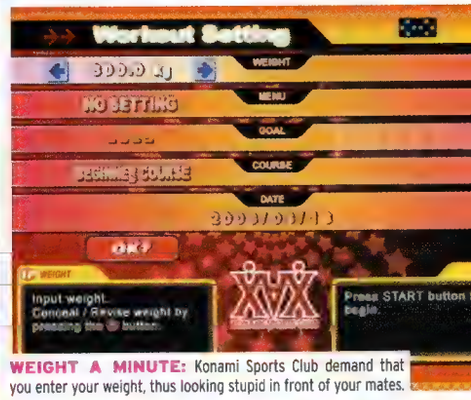
STEP 3

Select your first song, the difficulty and, to quote the late, great Ron Pickering: "Away you go!"

STEP 4

Reach the end and you're whazzed back to the menu screen, where you get some feedback on your performance – how little you would have jogged, for instance – and you can monitor a graph of your exercise regime. See, science *can* be fun...

CALORIE SINGLETON: Look at that - you've only burned one calorie! Well, 14 then. It's still rubbish...



WEIGHT A MINUTE: Konami Sports Club demand that you enter your weight, thus looking stupid in front of your mates.

PSM2 FAT LAB

In the interests of health, we selected a 72.5kg male who hasn't done a stitch of exercise in 12 years, and subjected him to a fairly punishing routine. We monitored him as he showed us his 'stylin' through the game's songs in sequence, each set on Standard difficulty (we're not *that* cruel you know). Eleven songs in – and with a total elapsed dance time of 12 minutes 54 seconds – he reached the point of collapse. Sweaty fool. And he'd burned off less than a single fried egg. Jesus! OK, the whole point of this mode is work it into a daily fitness routine, with your progress being saved out to memory card. Shyeah, right...

WARM-UP

KYLIE (125BPM)
KCAL BURNED 2.825
EQUIVALENT JOGGING MILES 0.033
EQUIVALENT JUMPING ROPE TIMES 18
EQUIVALENT SWIMMING MILES 0.014

S CLUB (126BPM)
KCAL BURNED 5.115
ACCUMULATED KCAL 7.940
OVERALL AVERAGE 3.970
JOGGING 0.094 MILES
JUMPING ROPE 52
SWIMMING 0.042

CARDIAC ARREST INDUCING

NAOKI FEAT. PAULA TERRY • BROKEN MY HEART (160BPM)
KCAL BURNED 29.930
ACCUMULATED KCAL 85.845
OVERALL AVERAGE 7.804
JOGGING 1.026
JUMPING ROPE 568
SWIMMING 0.455

SHY FX & T-POWER FEAT. DI(175BPM)
KCAL BURNED 9.025
ACCUMULATED KCAL 16.965
OVERALL AVERAGE 5.655
JOGGING 0.202
JUMPING ROPE 112
SWIMMING 0.089

SUGABABES (92BPM)
KCAL BURNED 2.768
ACCUMULATED KCAL 19.733
OVERALL AVERAGE 4.933
JOGGING 0.235
JUMPING ROPE 130
SWIMMING 0.104

NAOKI • BRILLIANT 2U (150BPM)
KCAL BURNED 18.119
ACCUMULATED KCAL 55.195
OVERALL AVERAGE 5.591
JOGGING 0.668
JUMPING ROPE 370
SWIMMING 0.296

CHRISTINA MILIAN (109BPM)
KCAL BURNED 2.341
ACCUMULATED KCAL 22.074
OVERALL AVERAGE 4.414
JOGGING 0.263
JUMPING ROPE 146
SWIMMING 0.117

MS DYNAMITE (94 BPM)
KCAL BURNED 2.472
ACCUMULATED KCAL 37.796
OVERALL AVERAGE 4.199
JOGGING 0.451
JUMPING ROPE 250
SWIMMING 0.200

THE CURE (180 BPM)
KCAL BURNED 4.917
ACCUMULATED KCAL 35.324
OVERALL AVERAGE 4.415
JOGGING 0.422
JUMPING ROPE 233
SWIMMING 0.187

KID GALAHAD (122BPM)
KCAL BURNED 3.953
ACCUMULATED KCAL 30.407
OVERALL AVERAGE 4.343
JOGGING 0.363
JUMPING ROPE 201
SWIMMING 0.161

ELVIS VS JXL (115BPM)
KCAL BURNED 4.380
ACCUMULATED KCAL 26.454
OVERALL AVERAGE 4.409
JOGGING 0.316
JUMPING ROPE 175
SWIMMING 0.140

10 PLAYABLE DEMOS OF THE HOTTEST NEW GAMES...

INCLUDING SHINOBI

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OFFICIAL MAGAZINE-UK

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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

A RECENT VISITOR TO PSM2 TOWERS ACCUSED US OF BEING THE 'MAG THAT DOESN'T LIKE GAMES'.

MARCUS

Yeeeees. Of course we don't. That would explain why we all fought for best viewing position in front of the TV when our copy of *Chaos Legion* arrived from Japan. Or why *every single* lunch break is taken up by furious bouts of cross-magazine *Pro Evo*. Or why Milf constantly scours Ebay for that elusive, expensive videogame memorabilia rarity – get this, *even* while he works. No, clearly we don't *like* games. It goes much deeper than that.

Perhaps they were getting confused with our hard, fair, realistic reviewing policy. We can understand that – countless other rags retch up the softest marks in order to secure that next *exclusive*. We'd like to think we're above that – which is why 90% scores are rare in PSM2. It doesn't mean we don't enjoy games enough – we're just determined to make sure you don't piss your cash away on tat like *Twin Caliber*.

(Oh, and just maybe it had something to do with the fact that we'd given said visitor's game a subtle shoeing the previous month.)

Take a look at the reviewing team on the right – look at their guilt-free faces. These blokes can sleep soundly at night because they know they've saved you money. We're a PS2 advice service and you're our valued client. Please take a seat...

PSM2'S MANIFESTO

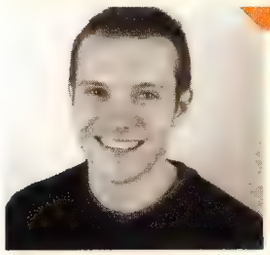
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Being excitable about Jean Reno.
- **HAVING FUN WITH:** Bender in Sweden

Fully aware of Dan's plea to use a new photo of him this month, we've decided to continue with the old one. It's a classic shot which fully captures Dan's inner beauty. And we like his jumper.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Excuses, hate, anger, punishment.
- **HAVING FUN WITH:** Lurch

Banality depresses Dan. An overheard conversation on the merits of MPEG 3, or three Carhaart-clad men discussing how Rachel's death in Cold Feet made them cry – either brings on Bad Dan.

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs. RTSs. nuts 'n' bolts
- **HAVING FUN WITH:** Captain Dale Dye

Eating forms a substantial part of Jonnie's daily routine. A greasy palmful of Bombay Mix here, a finger-lickin' scoop of margarine there. Quite rightly, *no-one* touches Jonnie's DualShock

DAVID HARRISON

- **SPECIALIST IN:** Football, Bullet Time.
- **HAVING FUN WITH:** Jada Pinkett-Smith

Harrison literally translates as 'Son of Harri' while David means, almost possibly, 'Gypsy Juice'. While his origins are still a mystery, one thing's clear: Kojima owes him more than just *lunch*.

JOEL SNAPE

- **SPECIALIST IN:** Slapping, pinching, biting.
- **HAVING FUN WITH:** David Yip

Despite leaving us last month, Joel insisted he be allowed to return in a guest capacity in order to 'sort' our 'house' out He hasn't changed much, save for the moustache, bandanna and leather chaps.

JAMES WHITE

- **SPECIALIST IN:** Films. Totally. Totally films. See?
- **HAVING FUN WITH:** Halle Berry

James doesn't exist in the real world with us, but instead goes about his life as part of a Terry Gilliam animated short. This explains the giant foot about to crush him like a frikkin' plum.

RYAN BUTT

- **SPECIALIST IN:** Shootin', choppin', whirrin'
- **HAVING FUN WITH:** A small, bald clown

Having feet shaped like fair trade bananas is an advantage for Ryan. Their additional speed ensures he gets in to work before anyone else, thus allowing him the pick of the average games...

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
GAMER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨリ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラヨリ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラヨリ

PSM2 WARNING!

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

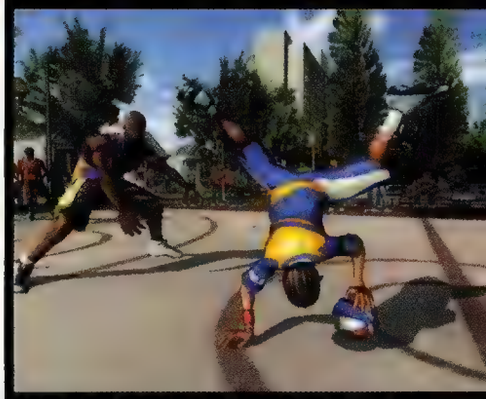
70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS



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OUT UK NOW

NBA STREET

"STREET IS A GAME THAT MAKES YOU WANT TO THROW YOUR HANDS IN THE

You either smoke or get smoked... And you just got smoked.

REVIEWER: Joel Snape

Sorry, Dan? "Cover that in butter and serve it to yo' momma, I said." Oh. And those bizarre hand motions you're doing? "I'm throwing shapes." Ah. So, um... what about the afro? "Sheesh! For the last time, it's my *natural hair!*" Blinging.

From the first bars of De La Soul to the last star-spangled slamdunk, *NBA Street 2*'s a game that makes you want to throw your hands in the air like you just don't care. It's mostly down to the commentator – DJ Cucumber Slice whoops and hollers and takes about an hour to repeat himself, with phrases that just don't seem believable. "It's like a cloudy day when the sun comes out!" and "Mmm, that'd go nice with potatoes" – it's undoubtedly the best commentary ever.

It's also partly down to the music – and, of course, there's your typical sprinkling of superfluous licensing. Classic players like Wilt Chamberlain (highest scorer in a single game ever, fact fans) and Clyde 'The Glide' Drexler make an appearance, alongside, um, three incarnations of Michael Jordan. There's a ton of stuff to unlock, from cards to vests, most of which you won't care about unless you're obsessively into basketball. Finally, there's the new create-a-baller mode. It's accessible rather than comprehensive – you won't be constructing any sinister clowns, but you'll be able to create a version of yourself. Still, all that's simply your EA Big basics these days – every game's polished like a showroom Cadillac. It's only once you get under the paintwork that the game starts to emerge.

The essence of *Street*'s simple. Virtually every dunk, block or trick's done by holding down a Turbo button and hammering the appropriate button. They'll score your basic points, but holding down more Turbos – until you've jammed down every shoulder button – adds to the potential payoff from your Gamebreaker bar. The downside, of course, is that it also makes you more liable to lose the ball, and that's precisely the core of the game.

The thing is, basketball's all about mistakes. Once you've got the ball, it's almost a given that you're going to score – the only way you won't is by, a) trying something you clearly haven't got the skills for, or b) being forced into an error by your opponents. *Street*, cleverly, takes this idea and ▶

OOP I DID IT AGAIN: It's now possible to 'Be The Oop' - ie, be the one who dunks it home - using the give 'n' go passing system.

"MORE SPECIFIC MOVES MEAN GREATER CONTROL AND LESS RELIANCE ON HIT-OR-MISS TRICKS – NOW IT'S POSSIBLE FOR A FLAIR PLAYER TO SHINE"

FLASH JORDAN: The Nike spokesman and Space Jam star's available in 'young', 'in his prime' and 'comeback' flavours.

DUNK 'N' DISORDERLY: The reverse layup's the best way to lose a defender, but takes a high shot rating to nail.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Sports
- **PRICE** £39.99
- **EXTRAS** MultiTap, 1-4 players, DualShock 2, Memory Card

PlayStation 2

DETAILS

- 25 NBA Legends, including 'Pistol' Pete Maravich and Magic Johnson.
- New create-a-baller mode.
- Pick up games, NBA Challenge and Street Legends mode.
- Ten authentic courts, including New York's Soul In The Hole and Mosswood in Oakland.

SLAMFOX: Shaq's got hands like hams - it's crucial to lure him away from the basket before dunking.

NELLY ADDICTS: The Elastoplast-sporting rapper nearly became a pro.

IMPACT POINT

The best bit is pulling off the Turbo Block, snatching the ball, and then sprinting up the end of the court for an unstoppable Gamebreaker.

▶ dribbles with it. Probably the most crucial member of your team's the blocker – the pan-handed, spring-heeled monster who slaps away long range shots and slamdunk attempts. One of the best new moves is the Turbo Block – it takes better timing, and Blocking's also one of the quickest ways to build up the Gamebreaker bar. So's stealing, which gets a boost from the Trick Counter – if someone tries a fancy move, holding Turbo and Steal hoofs them in the spuds and takes the ball. Conversely, if someone's blocking too closely, you can pull a cheeky Off The Heezay – boinging the ball off their scalp for a bonus.

These more specific moves mean greater control and less reliance on hit-and-miss tricks. In the last *Street*, it was almost a given that a typical game would include a Gamebreaker from each side and a 21-19 scoreline. Now, it's really possible for a flair player to shine. Laying it up for an alley-oop with a breezily nonchalant kick pass sees the Gamebreaker bar charge up in huge bursts, so it's all about combining flair moves with actually making them work. The R3 stick handles strategy, with a give 'n' go system similar to a footballing one-two, where you retain control of a player after passing the ball – or a Call For Pick, which means shouting for a team-mate to come in and shove your marker over. Both moves make it easier to engineer game-turning two-point shots or alley-oops and they're crucial when you come across giants like Jordan and O'Neill.

"IT'S ALL TOO TEMPTING TO START YELLING YOUR OWN GHETTO-FABULOUS CATCHPHRASES"

Unfortunately, you'll still be hard-pushed to pull off a double Gamebreaker even once you're in a typical game. The system's inelegant, to say the least – hitting Select 'pockets' your current Gamebreaker, which means that for some reason you're unable to use it until you've built up

FEELING LUCKY, DUNK

Though the control system still tends to emphasise jamming down the Turbos and praying for a result, the new moves do come in handy occasionally. The Turbo Block and Trick Counter are actually extremely useful for scoring game points, but the other offensive moves only come in handy in a pointlessly flamboyant way – likely to lose you the ball, but a perfect way to string a combo into a backboard-rattling Gamebreaker-builder.

KICK PASS:

OFF THE HEEZAY:

BACK 2 PAPA:

DUNK IN CHARGE: You can wear down your opponent's gamebreaker by blocking.

SHAQ TO BASICS: There's a special 'classic matchup' mode featuring Shaq and Gasol.

another one. A level two Gamebreaker's impossible to block and gives you a five-point margin – but if you're playing against a good team you'll have won or lost before it's even half-charged. Contrast that with *SSX Tricky*, where one busting combo's enough to get Run DMC in the mix and a sparkly über move cued up. The balance between doing combos and pulling trick moves still isn't weighted enough in favour of the latter, so when things get tight it's tempting to go back to being dull. Steals are tough, but it's much easier to judge when to block – even when your opponent goes for the (tee-hee!) Pump Fake. Crucially, there's no sense of really playing against different teams. Unlike football, where you have to counter Brazil's dribbling or France's midfield strength, the toughest tactical decision's only ever which player to close down. EA have tried to make things more interesting, bless 'em, but games where you can only score via slam-dunks actually have the opposite effect.

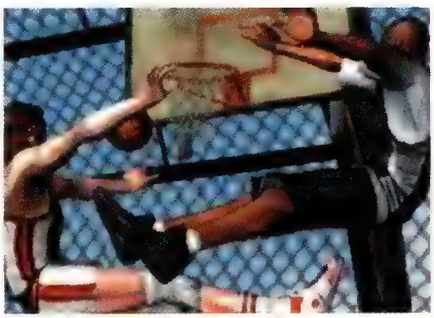
"IT TAKES AWAY ALL THE BORING RULES AND EMPHASISES ALL THE SHOWING-OFF BITS"

Still, *Street* really shines as a multiplayer game. Contrasted against the computer, which plays the same game whether it's ten points down or two ahead, the tension mounts as the scoring margin shifts. Obviously, if you're losing, it's tempting to take risky two-point shots, but it's also more likely that you'll be blocked. Gamebreakers tend to be more frequent, with back-and-forth matches building the bar up noticeably quicker. Backed by the whoopy commentary, it's all too tempting to start yelling your own ghetto-fabulous catchphrases over the action. With four players, the action's relentless, although it's actually tougher to coordinate your team for alley-oops.

The beauty of *NBA Street* is that it takes a sport that's actually a bit tedious, strips away all the boring rules and emphasises the showing-off bits. It doesn't get all mired in goaltending and back court violations, or arbitrarily award penalties. If that's what you're after, get *NBA 2K3*, which is about as good a simulation of basketball as you're likely to get. Otherwise, this still isn't the best of the EA Big line – it isn't *Tricky* with hoops – but it's a great multiplayer game and a decent alternative to *Pro Evo*. We might not understand what Dan's talking about, but at least he doesn't swear as much. **PSM2**

This one hits the streets in May. If, of course that's your sort of thing.

RIM UP NORTH: Get your last point with a dunk and you'll be rewarded with extra rim-busting bonus points.



OH, PAIR! There aren't any penalties for contact – time for a quick double-tap of ○ to dive for the ball.

THE HOOP TROOP

After winning a pickup game or a tournament, you can recruit a new player from the losing team. It's advisable to go for the best blocker or shooter rather than the best overall player, then replace the man in their position. Each territory also has its own king 'baller, with their own forte – Stretch is unstoppable in the air, but Biggie Little's best at dancing it past the opposition. Keep the ball away from this lot, and harass them when they get it. No penalties for shoving in street pickup, see?

STRETCH LIVES:

SHORTY SPICE:

INSIGHT

The longest dribble in basketball record was created in May 1998 by James Borges, a student of Barrington High School, Rhode Island. He covered a distance of 155.9km without travelling. Easy.

BLING CROSBY'S CHOICE

1 **NBA STREET 2**
Basketball – but without the rules! Except for shot clock violations, oddly enough.

2 **RED CARD SOCCER**
Football – but without the rules! And with dolphins and monkeys as secret teams. Brilliant.

3 **NHL HITZ**
Ice hockey – but without the... hang on a minute, does ice hockey actually have rules?

PSM2 VERDICT

GAMEPLAY
+ Good combination of point-scoring and flair play.
- Steals are still prohibitively tricky.

GRAPHICS
+ Fluid animations, loads of backdrops and sweet replays.
- No mohawk 'do – hence no Mr T lookalike ballers. Shucks.

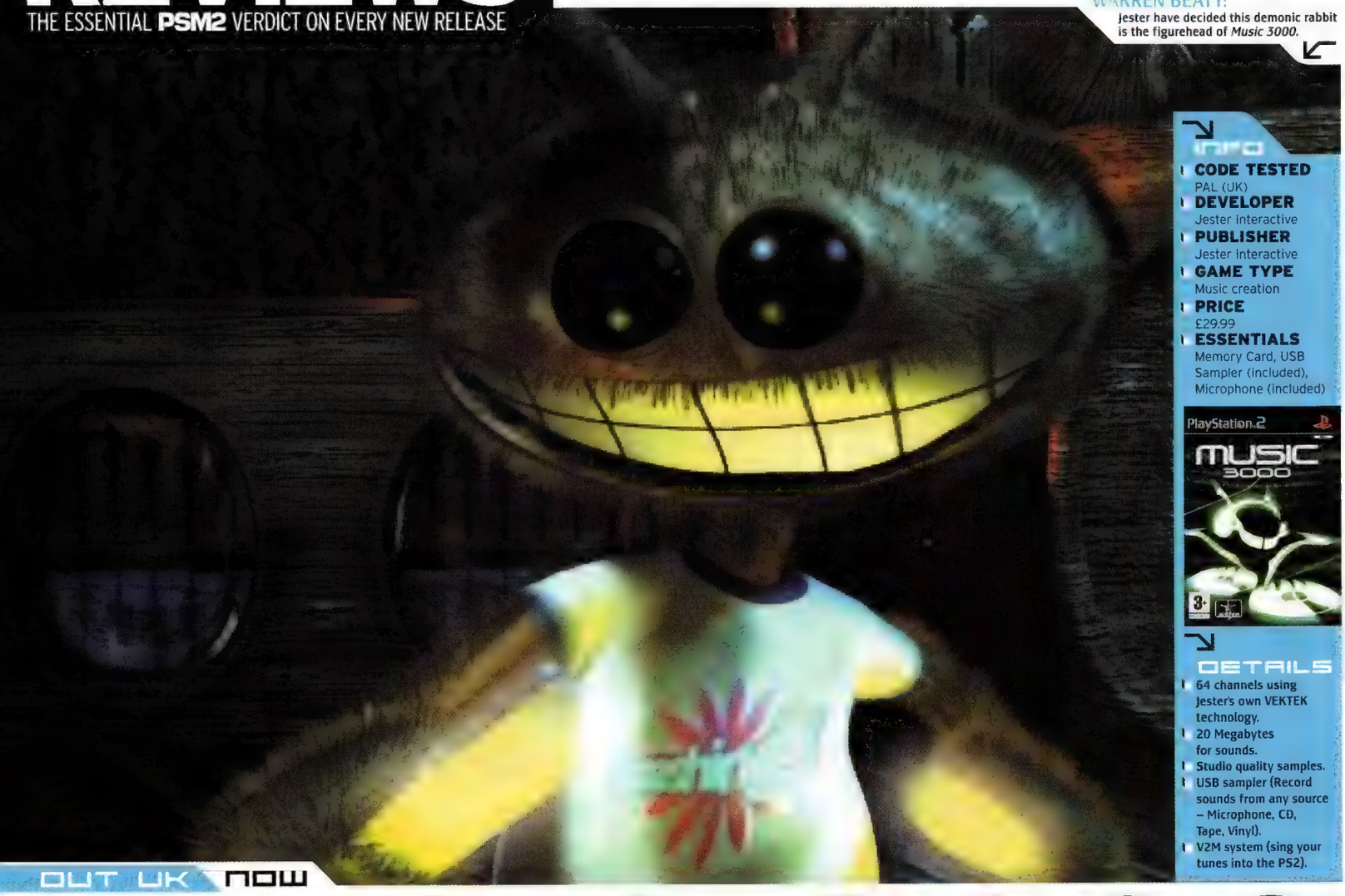
SOUND
+ Silver-tongued commentary, dope tunes and squeaky trainers.
- Um... no, can't think of anything.

LIFESPAN
+ Be a Legend! Sort of. Good Street Ballers mode.
- No real variety – apart from 'winning with dunks'.

OVERALL
If you like your basketball with a hint of those Nike Freestyle adds, you're going to love this. We've still got love for the street.

85

SWEET



WARREN BEATY: Jester have decided this demonic rabbit is the figurehead of *Music 3000*.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Jester Interactive
- **PUBLISHER** Jester Interactive
- **GAME TYPE** Music creation
- **PRICE** £29.99
- **ESSENTIALS** Memory Card, USB Sampler (included), Microphone (included)

DETAILS

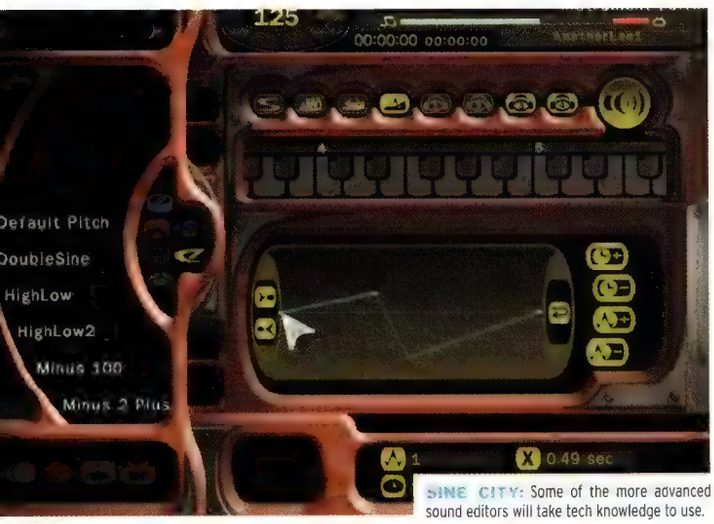
- 64 channels using Jester's own VEKTEK technology.
- 20 Megabytes for sounds.
- Studio quality samples.
- USB sampler (Record sounds from any source – Microphone, CD, Tape, Vinyl).
- V2M system (sing your tunes into the PS2).

OUT UK NOW

MUSIC 3000

It's a studio in a box, with the option to whistle at your PS2, while it sings sweetly back.

REVIEWER: George Walter



SINE CITY: Some of the more advanced sound editors will take tech knowledge to use.

Contrary to popular belief, not everyone likes football. To some, the concept of 22 men kicking a ball about on a grass pitch with the sole aim to pass it between two sticks is utterly baffling. There are other 'universal truths' that, on closer examination, turn out to be false: "Everyone likes beer", "Everyone likes The Simpsons" and "All women fancy Brad Pitt", for example. In fact, there are few wild generalisations that can be argued as accurate. Except for one: "Everyone likes music."

It's undeniably true. And perhaps it's why a game like *Music 3000* can't possibly fail. It taps deep into the human subconscious where Neanderthal impulses persuade man and woman to hum, tap, whistle, and even sing, regardless of their musical capability. Deep down, everyone harbours the creative desire to make some kind of music, and *Music 3000* offers a relatively cheap and easy-to-learn option to channel those rhythms into a three minute pop nugget.

That's why Jester's *Music* series has been so universally successful. Anyone who sits with it for long enough to learn the simple control method is capable of composing a short song. You drag blocks of sound on to a grid and order and layer different combinations – be they bass, drums, melody or vocals – into a sequence. Music games don't require you to read music or understand what semitone means. Simply choose a musical style from Nu-Metal, UK Garage, Hip Hop, Indie or House and start fiddling with sound.

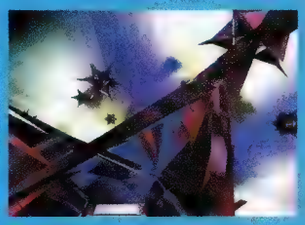
"YOU DRAG BLOCKS OF SOUND ON TO A GRID AND ORDER AND LAYER DIFFERENT COMBINATIONS"

Music 3000 sees various subtle changes from *MTV Music Generator 2* – the crisper sounds, the newly designed interface, the

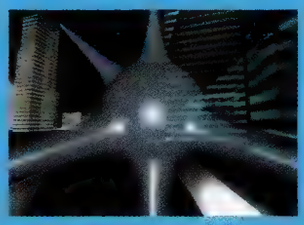
VIDEO DRONE

According to music law (and we blame MTV), every pop song needs an accompanying video. *Music 3000* makes provision for this with its video editing mode. It's OK. The clips are described as "DVD quality", but many have the appearance of being filmed by an infant. Harsh, but we're sure Jester could do better. Here's a selection where we pose the question: what music would go with each clip best?

WHITE HIPS: Moody urban Bristolian trip hop - dreadlocks, roll-ups and Red Stripe.

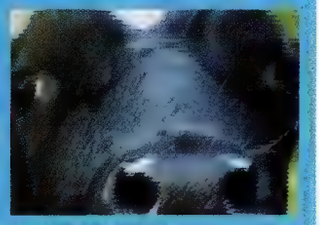


BLUE METAL: Pompous synth rock or craft shop whale music with ethnic beats.



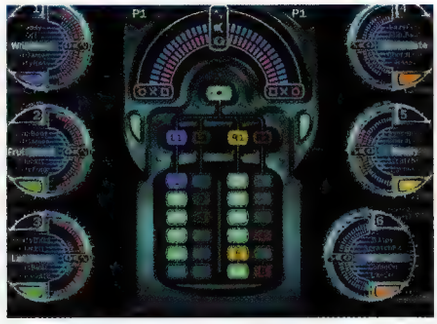
MATTER OF FRACTAL: Nosebleed Dutch techno or possibly something like The Orb.

WALK THIS WAY: Underground Nu Yorcian disco house - big booty women and Cuba Libres.

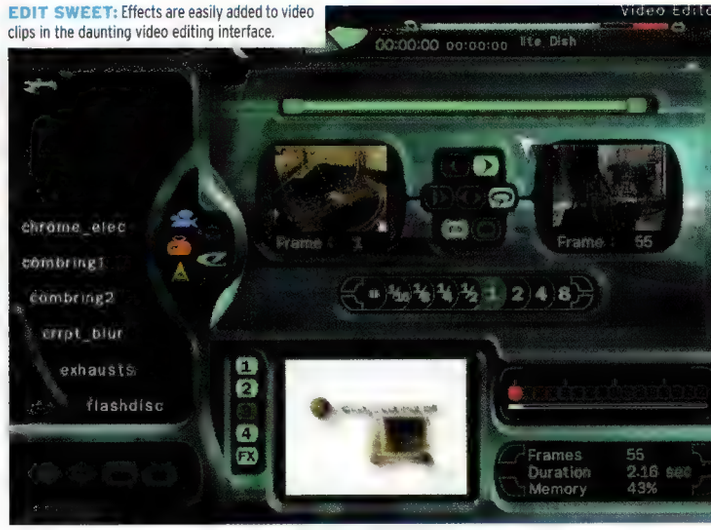


[illegible]: How about pastoral fiddle-de-dee music? Or maybe a song by a cow.

TRACK ATTACK: There's a series of professionally edited tracks for you to remix into a blur of loud cymbals and timpani drums.



ANT AND DECKS: The mixer is the closest *Music 3000* gets to a deathmatch. You and a pal combine to mix up to six tracks. Hard.



EDIT SWEET: Effects are easily added to video clips in the daunting video editing interface.

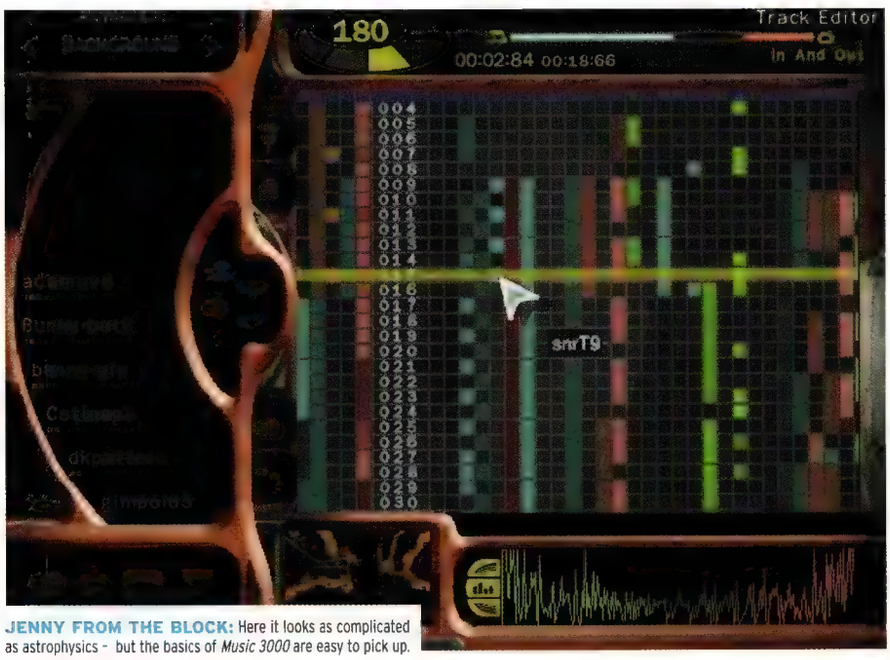
"OUR WHISTLED RENDITION OF EMINEM ENDED UP SOUNDING LIKE THE BENNY HILL THEME TUNE"

improved video edit mode – but the most talked-up addition is the Voice 2 Music function. Via a microphone and USB adaptor you can input your voice, record it and the program will make it sound like any of the on board instruments. It's supposed to allow you to input melodies without a keyboard but it's a hit and miss affair. Our whistled rendition of an Eminem track ended up sounding like the Benny Hill theme tune.

It's an early indicator of one of *Music 3000*'s lesser discussed problems. That is, music, however simplified, is still quite hard. For example, to successfully use the V2M function you're required to input the melody in key. Difficult if you're tone deaf. Just as frustrating is the realisation that certain preset blocks of sound don't fit together. The most persistent culprits are the vocal samples. Try and layer a vocal over a beat and eight times out of ten it won't be in synch. You can tweak all you like but, unless you have the musical know-how to work out what's wrong, the red mist will rise and you'll return to your beat-em-ups for solace. Jester seems at least partly aware of this and has included a series of step-by-step tutorials that usher you through some of the games more basic tenements. There still isn't a tutorial called 'How to make a pump track sound decent', 'How to sample a '70s disco hook and slot it over a house beat' or 'The white hip hop masterclass' but it does show you how to make things echo.

INSIGHT

■ Jester are keen to bring your attention to Motley, a DJ currently on tour with Stereo MCs who makes all his music using *Music* and a PS2. We heard a CD of his and – surprise – it's actually rather good.



JENNY FROM THE BLOCK: Here it looks as complicated as astrophysics - but the basics of *Music 3000* are easy to pick up.

At first sight you might say *Music 3000* offers limitless gameplay. It won't end when you reach a certain level – your songs just start sounding better. But sooner or later you'll find the 4000 samples aren't enough. You want to create new ones. It's then, in the darker recesses of *Music 3000*'s reams of icons, waveforms and lowpass filters that amateurs will get lost, frustrated and angry that there isn't a tutorial on 'how to construct a hip hop break' or 'how to timestretch a vocal'. No manual could feasibly cover every advanced function offered, but it does mean 60% of the game is left unexplored by most users.

To end on a positive note (or should we say a in a major key) it's worth remembering that most of Kylie's early output was put together on equipment far less sophisticated than *Music 3000*. It's powerful, flexible, occasionally daunting and almost too complicated for it's own good. But, we *all* love music and that alone is reason enough to go out and buy it. **PSM2**

IMPACT POINT

One of the video editing functions allows you to enter text that can then be layered on top of your video track. Boy did we have fun with this...

PSM2 ROCKS

WATERMAN'S CHOICE

1 **MUSIC 3000**
Picking up where *MTVMG2* left off, this has been further improved, updated and rejigged.

2 **MTV MUSIC GENERATOR 2**
The first PS2 version of *Music 2000* set the standard for music creation.

3 **EJAY**
Quality samples and superior video footage, but it lacks in creative possibility.

PSM2 VERDICT

GAMEPLAY
+ No other console music creation game can compete.
- No help on how to use the more advanced functions.

GRAPHICS
+ Functional, colourful and easy to navigate
- You could say the same about Teletext.

SOUND
+ Samples much improved over *MTVMG2*.
- Preset volume is a little low for some TVs.

LIFESPAN
+ You won't ever 'finish it'.
- You might never use half the functions.

OVERALL
Despite being leagues ahead of the competition, *Music 3000* is a mighty complex affair, which can be creatively prohibitive.

81

TUNE!

TENT-UP AGGRESSION: You'll be surprised how many gunslingers emerge from a single tent...

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rebellion
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Player, DualShock 2 Memory Card, G-Con2

DETAILS

- Three difficulty levels.
- Multiple routes with interactive objects.
- Two main modes of play – Story and Arcade.
- A small smattering of exceedingly dull mini target range games.

OUT UK now

GUNFIGHTER 2: REVENGE OF JESSE JAMES

Things are far from OK at the Corral in this most unwelcome of sequels...

REVIEWER: Ryan Butt

Perhaps knowing only too well that, once completed, lightgun games are promptly frisbee'd out of the nearest window, Rebellion's grotty Wild West shooter, *Gunfighter 2* (the sequel to a long since forgotten PSone game) tries to lure you into a false sense of security. It makes you believe that you're effortlessly breezing through it before placing a 'trespassers will be infuriated to within an inch of their tiny lives' placard in your path, barring entry to the latter stages.

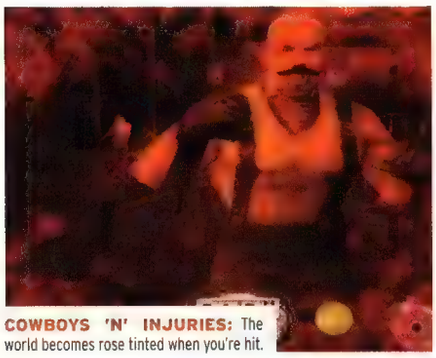
This seemingly impenetrable barrier comes in the shape of a ridiculously hard mine cart level in which all the lives and continues you have managed to preserve with quick-witted reflexes and sharp shooting through the game's previous six stages are mercilessly wiped out in one Mexican wave. As you hurtle along in your cart, failing to pick off an upcoming signpost and alter the route of the track will result in you plunging into a chasm. A whole continue – gone. It happens so fast that exactly the same thing occurs on your next go before you spot the hazard, manage to bypass it only to fall foul of another identical one a short way up the track. The outlaws what designed this want a-hangin'. Up until that point, the game is a harmless enough, slightly tatty round the edges *Time Crisis*-style shooter in which you traverse a series of on-rails, Western-themed stages complete with multiple routes and pick-ups. As legendary outlaw Jesse James, you're in pursuit of your double-crossing pard-ner, Bob Younger, who has pilfered your loot and your love. Armed with your six-shooter (additional weapons can be unlocked), you must give chase through a series of towns and plains, ducking behind objects and picking off black-toothed gringos along the way.

Reality is, however relentless the action it doesn't disguise the game's shortcomings. Take poorly defined enemies firing bullets that seem to have aftertouch applied to them as one blindingly obvious example – it's as though they actually have the ability to steer from a bent trajectory and burrow straight into your head. The main problem, though, is the difficulty that's mercilessly hiked up as you approach your goal. Losing all your lives in seconds is hardly a fitting reward for getting through the game thus far without so much as a scratch, and a defining factor that ensures you'll not want to part with a fistful of dollars for it. PSM2

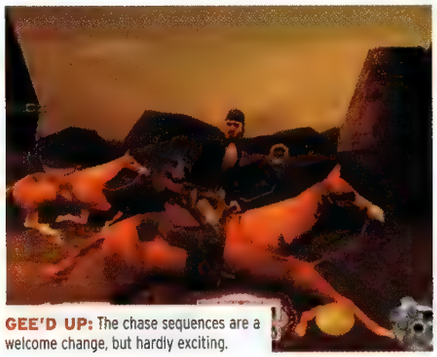
Yee-haw. Gunfighter 2 is out now! Ahem.

INSIGHT

- After the riding section when you reach the gorge, look out for oversized cans of baked beans. Shooting these will award you an extra life – and you're going to need as many of those as you can get.



COWBOYS 'N' INJURIES: The world becomes rose tinted when you're hit.



GEE'D UP: The chase sequences are a welcome change, but hardly exciting.

EASTWOOD'S CHOICE

1. **TIME CRISIS 2** Still the best all-round shooting game on PS2. It's what your G-Con2 was designed for, after all.
2. **VIRTUA COP: ELITE EDITION** Yes, even wrinkly old Saturn shooters are superior to this dump.
3. **GUNFIGHTER 2: THE RETURN OF JESSE JAMES** Riddled with flaws, and boring to boot. There's simply no reason to buy this.

PSM2 VERDICT

GAMEPLAY
+ Multi-routed stages and plenty of gringos and objects to shoot.
- The whole thing plays like a poor man's *Time Crisis*.

GRAPHICS
+ Nice death and blood effects...
- Everything else is straight from the horses' trough.

SOUND
+ Gunfire, and plenty of it.
- Tunes with a predictably Western twang.

LIFESPAN
+ Three difficulty modes and extra minigames.
- Playing through once is quite enough, thank you.

OVERALL
Rough as a Mexican's chin and, if the overbearing tedium of it all doesn't kill your enthusiasm, the ill-balanced difficulty sure will.

40

OUTLAWED

Heroes wanted

Audition now

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GUILTY AS CHARGED: Overdrives aren't as damaging as Instant Kills, but they're more effective.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sammy
- **PUBLISHER** Big Ben Interactive
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS
- Five modes, including Man On A Mission, Story, Versus, Arcade and Training.
- A range of 20 colourful characters to choose from, including transvestites, as well as three secret ones.

OUT UK NOW

GUILTY GEAR X2

Hit him with the whale! Watch out for that yo-yo! Don't stick that scalpel... oof.

REVIEWER: Joel Snape

Really, it's all Capcom's fault. Yes, your PS2's capable of chucking more polygons about than an entire season of Playschool. But, arguably, the reason 2D fighting games've been driven into a cultural cul-de-sac is that the novelty of Dhalsim's stretchy-arms move wore off a long time ago.

Cut to *GGX2*. Bridget, the boy who was raised as a girl and wears a nun's outfit, is tussling with I-No, the guitar-playing witch. It's a fairly even match – one has an evil teddy bear, the other has a sentient hat. This isn't *Street Fighter*.

If you haven't played a 2D fighter for a while, *GGX2*'s a tough (re)introduction to the genre. The original boasted Dust Attacks, Roman Cancels, Faultless Defences and Instant Kills. Chuck a few Bursts, Staggers and Fake Roman Cancels into the mix, and you've got a game that demands a serious chunk of your time before you'll see any return. Though Specials are relatively easy to pull off, some leave you vulnerable unless used in exactly the right way, and others require a bit of setting up. Cheap glitches have been eliminated since the last version, Instant Kills toned down so much that they're virtually pointless. The fighters are superbly balanced – only the brilliantly named Sol Badguy claims Ryu-style dominance over the rest. The character design's inspired, eschewing fat bloke/fast girl/weird beast conventions in favour of transvestites, small children and pool-playing assasins, spliced together in a story that's actually convincingly explained at various points.

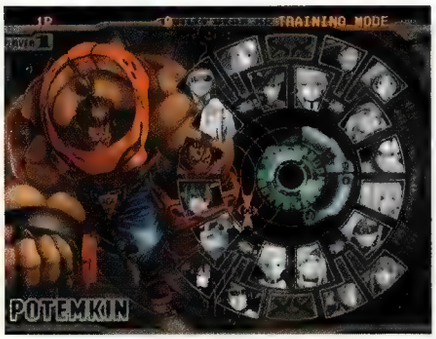
There's also Man On A Mission mode, but that's clearly intended to drive you insane. Imagine fighting a character who regains health while you lose it. Oh, and they have an infinite super meter. And you have 60 seconds. And only your specials will hurt the other person. Gumph.

GGX2 is both the epitome of the phrase Not For Everyone *and* one of the most enjoyable games PSM2 has played for ages. If you haven't got any similarly obsessive mates, take consolation in the fact that the challenges'll keep you going for ages. Sorry, Ryu – there's a new three-year-old demon in town. **PSM2**

X2's out now.

INSIGHT

New bloke Zappa's possessed by Sadako, the tormented child-beast from the Japanese film Ring. His almost-impossible-to-connect Instant Kill emulates a scene from the death video in the film.



MUSCLE HARTY: Several characters have alternate personas, such as the near-invincible Robo Ky. You unlock them in MOM mode.

KISKE MY ASS: A swathe of flashy effects pazazz up the action, from sword clashes to pluming Dust Attacks and Roman Cancels.

R2 D2'S 2D CHOICE

1. **GUILTY GEAR X2** Outrageously creative, perfectly well-balanced combat. Capcom's no longer the 2D daddy.
2. **CAPCOM VS SNK 2** Clunky graphics don't dim the genius of welding the finest 2D fighters together.
3. **MARVEL VS CAPCOM 2** Hectic fights and dazzling specials mask gameplay that's a bit basic. Still brilliant, though.

PSM2 VERDICT

GAMEPLAY
+ Expertly weighted, startlingly varied and always fun.
- Not one for the casual gamer.

GRAPHICS
+ Gorgeous hi-res visuals, designed by an obvious lunatic.
- Slayer's haiku-recital Instant Kill looks a bit crap.

SOUND
+ Powerchord-riddled '80s rock. And a bit of kodo drumming.
- They've changed Dizzy's theme, and somehow made it worse.

LIFESPAN
+ Alternate endings, so you'll want to complete it with everyone.
- Man On A Mission? Masochist On A Mission, more like.

OVERALL
About as good a two-dimensional fighting game as there's ever been. That said, it's still a two-dimensional fighting game.

84

GUILTY PLEASURE

Leaders wanted

Enrol now

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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sega
- **PUBLISHER** Sony
- **GAME TYPE** Stylish action
- **PRICE** £39.99
- **EXTRAS** DualShock 2, Memory Card

DETAILS

- Eight stages, each divided into two parts, each with a boss.
- Three alternate outfits.
- Boss battle mode.

OUT UK 16TH MAY

SHINOBI

Trundled through *Maximo* in a weekend? Then we've got just the thing...

REVIEWER: Joel Snape

Look, no-one's going to blame you if you walk away now. But *Shinobi* isn't interested in your 21st century notions of 'accessibility' or 'fairness'. It doesn't care if you start blubbing after a miss-timed jump leaves you with 14 minutes worth of painful action to re-do. Want a game that holds your hand? Get *Devil May Cry 2*.

Still with us? Right. The central dynamic of *Shinobi* is the Tate (pronounced Tah-tay) manoeuvre – the slice/pause/watch-enemy-bisect move beloved of anime films. Kill a group of four or more enemies in rapid succession, and there's a brief cutscene of them all collapsing in synchronisation. The clever bit is, each successive victim powers up your sword, making further kills easier – theoretically, you can kill each boss by taking out all their flunkies and giving them one strike with a full-powered blade. Awkward foes can be dealt with via a swift paralysing shuriken. As the game progresses, the enemies appear in larger groups and block constantly, meaning that you'll have to use Hotsuma's stealth-dash to outflank them, eventually learning to zip between enemies in mid-air. It's tough to master – much tougher than *DMC2*'s combos or *Gungrave*'s bullet-ballet. Hitting the bosses – varied, uniformly well-designed beasts and rival ninjas – seems impossible at first. But this is not why *Shinobi*'s going to make you cry.

Picture the scene – you're standing at a T-junction. One of five identical T-junctions that you've just sprinted through, with the same tileset and everything. Wait, there's a tank around the next corner. Or is it the one after that? Or... hang on... boom. Annoying, yes. *Shinobi*'s biggest failing, probably. But repetitive level design isn't exactly going to make you sweat.

Platforms. They're the silent killers. By level three, you're well acquainted with instant plummety death. By level six, it's agonisingly frequent. Increasingly, gaps require a jump-jump-stealthdash to clear, with ever-smaller margins of error. It isn't unfair – you've only over-confidence to blame every time an enemy pegs you halfway across – but it's shockingly, brutally hard. The levels typically take at least five minutes to run through at top speed, twice as long if you're being even vaguely cautious – imagine throwing that all away with one miss-timed leap.

But *Shinobi* doesn't care. Like its retro namesake, it's tough but scrupulously fair. Get it for a taste of what real, pure gaming's like with a shiny new set of pyjamas. Just don't come crying to us after level six. **PSM2**

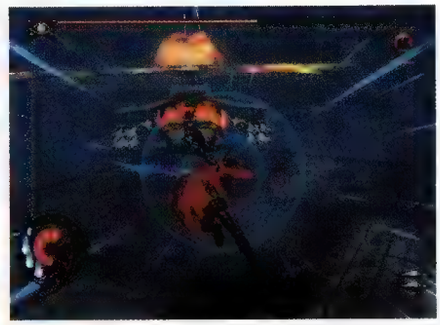
Shinobi's *out in May.*

BLOODY NUISANCE: Akujiki - your sword - eventually starts to drain your energy if you don't keep it fed with ninja haemoglobin.

INSIGHT

Ninja often carried a scarf as long as Hotsuma's – they'd use it to make a tree-based hammock during their ninja stakeouts. For this, how to tell the time using a cat's eye, and other ninja facts, consult: www.enterthe ninja.com/ninja_ knowledge/ninja_ knowledge.shtml

PLAGUE OF DOGS: Surrounded by sword-toting canines? Unleash your magical ninja powers for a brief respite.



ROTOR BLOAT: The paralysing shuriken burst uses up a whole sheaf of darts. And no, it doesn't work on helicopters.

PRADA'S CHOICE

1. **SHINOBI** The scarf? Mwah! Very chic. But there's got to be *something* we can do with those shuriken pouches...
2. **DEVIL MAY CRY 2** Love the jacket... like the handguns... Brilliantly fast-paced stylish action, but that hair? No no no!
3. **GUNGRAVE** Coffins are *very* this season. Palatable shooting too, if a bit repetitive.

PSM2 VERDICT

GAMEPLAY
+ The Tate system's a stroke of genius, an ever-evolving test of skill
- Maddeningly hard – and a glaring lack of continue points.

GRAPHICS
+ The Tate move's always good value for money.
- Depressingly repetitive backgrounds and enemies.

SOUND
+ Slish, slash sloosh. Nothing too remarkable.
- Not too keen on the English voiceover.

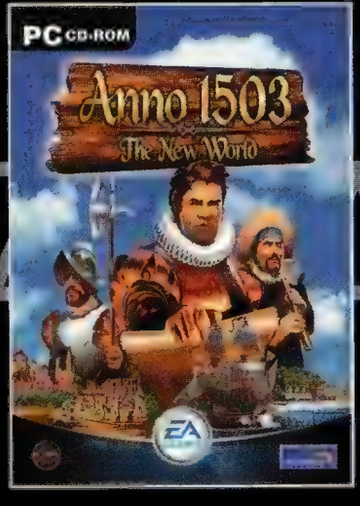
LIFESPAN
+ There's a classic Joe Higashi costume to unlock.
- It's unlikely that you'll want to play it on an even harder setting.

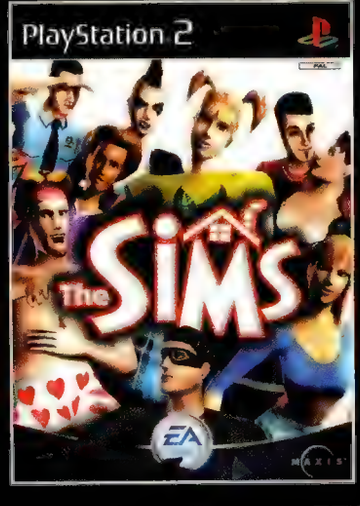
OVERALL
A true test of skill, held aloft by a deceptively simple core fighting technique. A worthy challenge for any gamer.

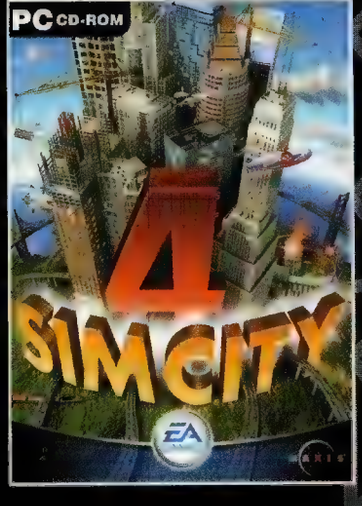
75

CLASSIC

Visionaries wanted







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OUT UK NOW

CHOPLIFTER: CRISIS SHIELD

The '80s whirly bird hovers into PS2 airspace and experiences turbulence.

REVIEWER: Ryan Butt

Don't be fooled by the name. *Choplifter: Crisis Shield* bears no resemblance to the classic Sega coin-op whatsoever – helicopters excluded. Instead of swooping down into POW camps, ripping through enemy compounds with chainguns blazing and airlifting prisoners to safety, you undertake a series of *Sky Odyssey*-style novelty missions guaranteed to have you bailing out before you get a sniff of any real rescue action.

Starting out at training school (Lesson mode), you must earn your wings by navigating your basic giro helicopter through a series of control-learning, gauge-reading tests in order to gain your licence and unlock the next mode. Originating from Japan, the first thing that strikes you is the 'Japlish' menu translations (when buying new choppers you're asked, "Does it purchase?") and the inclusion of what appears to be the very first in-game transvestite. You see, obviously the developers didn't have any ladies to hand to provide the voice-overs for the female flight instructors and so had to make do with gruff, bloke tones – hilarious, although it doesn't exactly scream high production values, does it?

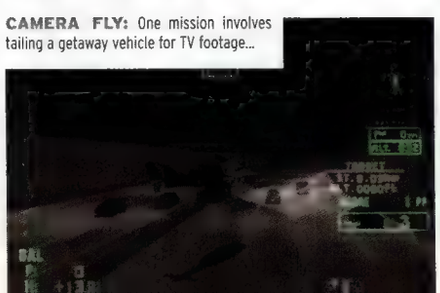
When you're done learning the basics, having undergone a strenuous battle of wits wrestling with the twin sticks to keep your twirling, banking, plunging chopper on the straight and narrow, Trial mode is unlocked. Here you're presented with six missions designed to enhance your skills via aerial target practice (dumping paint bombs on floating targets), balloon-popping and sight-seeing (which involves flying through rings over a remote tropical island). But, while these could be endured, maybe even enjoyed, if they were merely quirky side-quests, you're actually forced to complete them all before the game's main mode, Rescue, is even unlocked.

Rescue involves winching holiday makers from burning blimps, diffusing bombs on buses, extinguishing fires and airlifting casualties from a burning volcano – which all sounds enticing, but the sorry fact is we were robbed of savouring this experience because unlocking it proved to be so patience-sappingly laborious, demanding far more time than is really acceptable. Trust us, you'll want to give up *long* before this point.

The only other mode available, Free Flying, has to be unlocked using points accumulated by completing the other missions. However, in this mode, you simply fly over various terrains. That's it. There's no aim, no end and no point in even bothering with it aside from the fact that knowledge of such terrains may help you save civilians quicker in Rescue mode. Perhaps. Ultimately, the flawed structure completely fails to draw you in and however authentic these flying machines handle, they're only ever destined for permanent grounding. **PSM2**

Choplifter's out now

"CRISIS SHIELD BEARS NO RESEMBLANCE TO THE SEGA COIN-OP WHATSOEVER"



CAMERA FLY: One mission involves tailing a getaway vehicle for TV footage...

CHOPS AWAY: Keeping this weighted ball still enough to pass through the rings is officially the hardest in-game task ever.

FLIGHT OF FANCY: By pressing △, you can admire the fully working cockpit dials and even ogle your flat-faced passenger.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Ask
- **PUBLISHER**
  Xicat Interactive
- **GAME TYPE**
  Flight sim
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, Memory Card, DualShock 2

DETAILS

- Four different modes of play, comprising of Lesson, Trial, Rescue and Free Flight.
- Six different unlockable helicopters that range from civilian to military aircraft.
- Fully working in-craft cockpit.
- The very first in-game transvestites. Kinda.

INSIGHT

- Before even attempting the later Trial missions, store up a collection of points acquired in the first 'Sight-seeing' mission and then use them to buy a more manoeuvrable chopper.

HAWKE'S CHOICE

1. **SKY ODYSSEY**
   Boasts a similar laid-back pace, but the style and mission structure compels you to keep playing.
2. **SOS: THE FINAL ESCAPE**
   Land-based, but built around the same 'search and rescue' theme.
3. **CHOPLIFTER: CRISIS SHIELD**
   Where's the enemy camps? Where's the POWs? Where's the beauty queen?

PSM2 VERDICT

GAMEPLAY
+ As challenging as piloting a real chopper. Probably.
- Takes too much time and fury to reach the main missions.

GRAPHICS
+ Lovely in places with smart water-skimming effects.
- Lacks texture and the scenery is exceedingly bland.

SOUND
+ Women with men's voices guarantees some laughs.
- The sound is grating and the tunes are bloody awful.

LIFESPAN
+ Enough here to keep you airborne for weeks...
- Provided you've got the tolerance to stomach it.

OVERALL
Using the title of a classic piece of simplistic arcade shooting to sell this ill-balanced, stressful throwaway is just wrong.

48

CHOPPY

OUT UK NOW

NBA 2K3

The sneakers are squeaky, the pick 'n' rolls picky, but is *NBA 2K3* just too clever for its own good?

This is one tight simulation. We're talking Tight Fit tight. Really tight. Nothing has slipped past Sega Sports on this one. Full rosters, extensive game modes and authentic arena atmosphere. Then there's the detail on the ballers: skin shade, haircuts, face shapes all bang on. Even if you don't know any NBA stars, the likenesses are so good you'll think you recognise them anyway.

This attention to detail extends to the gameplay which is brimming with sophisticated b-ball know-how. You can alter the passes, combine a crossover with a pivot and even change the shape of a lay-up while in the air. Then there's the glove-like defence, which means that to succeed you have to play basketball like it's supposed to be played. This should be a strength, but when you're not aware of the subtler nuances, it tends to keep you at arm's length.

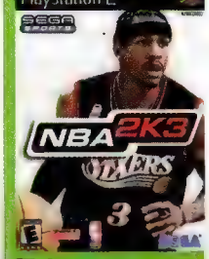
In order to squeeze all the detail some of the game's *snap's* been lost. To pass accurately requires the icons to be brought up over your team-mates, which means quick passing is a two button process – and that isn't very quick.

Compare this to *NBA Street* and it all feels like a bit of a slog. Then there's *NBA Live 2003* which manages to tread the line between arcade and simulation with grace. So if intense and gruelling are keywords when buying a basketball sim then we've found your game. If you're looking for fun, however, we suggest you look elsewhere. **PSM2**

HOOP DOUGIE DONNERLLY: When it comes to attention to detail, you really have to admire SegaSports' efforts.

INFO
- **DEVELOPER** Sega Sports
- **PUBLISHER** Infogrames
- **GAME TYPE** Sports sim
- **PRICE** £34.99

PlayStation 2



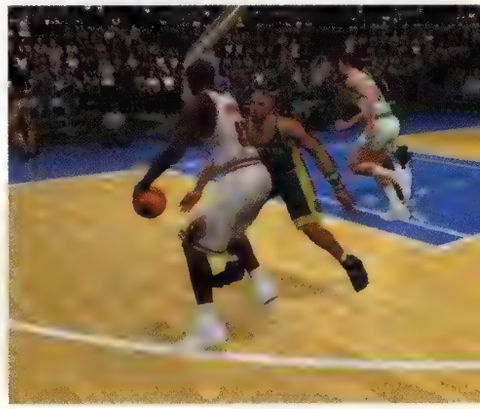
DETAILS
- Up to four players in multiplayer mode.
- Full NBA Roster.
- Two modes: Franchise and Street.
- Sega Sports Challenge.

OVERALL
Intelligent and sophisticated b-ball sim that should satisfy the purist, but may prove alienating to the novice.

70

RIMMED

HICK AND ROLL: You don't have to unlock the All-Star team, it's there, ready to go, complete with Celtics legend Larry Bird.



EASY SHOVER: Using the button, you can try to use the big guys' strength to batter their way to the hoop. Easier said than done...

OUT UK NOW

NFL 2K3

2K3 fronts up to Madden to find out who looks best in those charming breeches...

There's a temptation when playing American football sims to give little thought to which play to use. As you swirl the analogue stick around flicking through the options, it's easy to think that if you don't know what you're doing how can you be second guessed? It's foolproof, surely? The way EA's *Madden* prevents this slack attitude is weighting the game so well that it appeals to both the expert and the novice. Unfortunately *NFL 2K3* doesn't offer the same warm welcome to newbies.

Sega's game presents an icy front, putting pressure on you right from the start. Often you feel like you're taking two steps back before you've taken one forward, which means that many might be turned off before understanding one of the most accomplished Grid Iron sims we've seen.

The quality of the graphics is high. It looks slick in realtime and stands up to scrutiny in the replay. It has AI that punishes mistakes, but not too harshly, so stray passes are often patted down rather then being intercepted. Then there's sublime detail in movement, so running backs spin, shimmy and hand off, while quarterbacks can freeze a whole defence with a pump fake.

It's obvious it's been put together by people who know and care, but then directly targeted at die-hard Iron Grid fans. This may earn respect in the US, but here this is the standoffish alternative to the more approachable *Madden*. **PSM2**

PACEY KEACH: Such is the intensity of the game that just making a first down is worthy of a mini-celebration.

INFO
- **DEVELOPER** SegaSports
- **PUBLISHER** Infogrames
- **GAME TYPE** Sports Sim
- **PRICE** £34.99

PlayStation 2

DETAILS
- Up to four players in multiplayer mode.
- All new Franchise mode.
- Has the ESPN licence.
- Online capability.

OVERALL
A sim that keeps it hardcore. Accomplished, but may be a little difficult to digest for those with only a casual interest.

78

REFRIGERATED

PLAIN OR ASSAULTED: Mastering the running game is key to nailing this game. It's all about picking the right holes and praying.

PLAY FEVER: At first it's impenetrable, then it's a mystery, but give it enough time and selecting plays becomes a science.

WHAT'S THE MOTO? Finding the optimum racing line is vital for staying on the tracks.

OUT UK now

MOTO GP3

Namco's biker is caught between a rock and a hard race.

REVIEWER: Ryan Butt

It's tough to know who a game like *Moto GP* is targeting. If it's the true enthusiasts, those with plastic kneecaps and tattered leathers in the closet, then the tread is nowhere near deep enough to snag them like a chunk of grit and keep them locked in until the tyres are threadbare. And if it's the more casual fan – the type of person whose general interest in biking stretches no further than bezzing about on a Domino's delivery 'ped – then the lack of any great excitement (strange, we know, coming from the makers of *Ridge Racer*) will ultimately force a mass dismount.

With its heritage still steeped in crispy coin-op visuals and intense, lean-to handling, the *Moto GP* series has always looked an inviting prospect to those tired of endless four-wheel racers. However, it's the very nature of the sport which ultimately proves to be *Moto GP3*'s downfall. You see, there's only so much fun to be had by accelerating hard off the grid, pelting along the opening straight, getting a taster for just how fast these ferocious four-stroke beasts will permit you to go... and then braking right down to an agonising crawl and coasting around the bends – of which there are many. There's none of the heady risk-taking of, say *Ridge Racer 5* where an ill-judged corner can be rescued with a quick jab of the brake and plenty of counter steer to turn a potentially car-crashing situation into a crowd-pleasing reverse powerslide – you just pelt along, brake hard, gradually accelerate to a fraction of the speed you were at before and then brake again. And this is without the optional 'Sim' mode being enabled...

Of course, it all makes for a different kind of race. One where each course must be meticulously studied and scrutinised before you've even got on your shiny steed, to establish the optimum racing line to which you must stick if you're to have any hope of success. One lapse in concentration, as you'll discover all-too frequently, can be costly.

So, assuming that foxtrot racing (quick, slow, quick quick, slow) is your bag, how does *Moto GP3* better itself over last season's offering? Quite a lot actually. The graphics have undergone slight

BIKE IN THE CHAIN-GANG: It's best to Slipstream your opponents before overtaking.

"EACH COURSE MUST BE STUDIED BEFORE YOU'VE EVEN GOT ON YOUR SHINY STEED"

PD

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, MultiTap

DETAILS

- Six modes of play, including Arcade, Season, Time Trial, Challenge, Multiplayer and Legends.
- 15 tracks.
- 42 bikes.

BIKE TO THE FUTURE: With over 40 different machines to unlock, you'll probably never have the same ride twice.

IMPACT POINT

Having started a new game blissfully unaware of the new features, we went bombing along the opening before leaning heavily to take a right bend. But upon doing so, our hand glanced across the Ⓐ button and we got our first, unexpected taste of the on-bike 'cockpit' view...

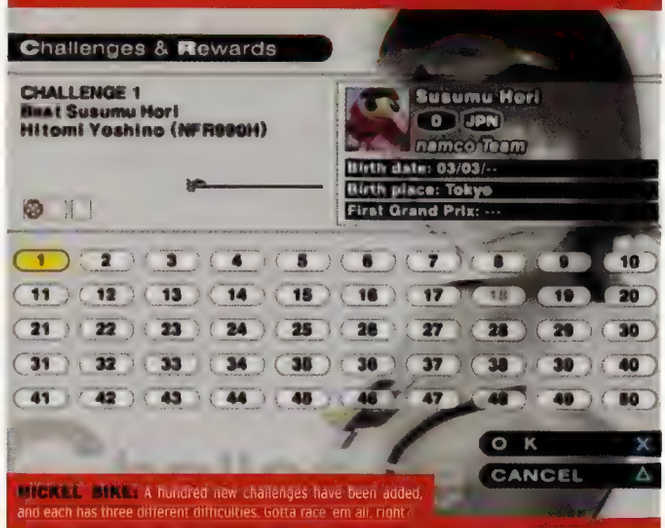
BIKE IN THE USSR: There are only two weather types to race in - dry and wet. Taming your beast in the rain is hellish.

BIKE FOR GOOD: Hmm, not much customisation... Hardly *GT3* on two wheels, is it?

BIKE TO BASICS: There's nice animation of the riders when they pull up before a corner.

TRACK BEAT CHALLENGE

Back by popular demand is Challenge mode, in which you get to unlock a bevy of tasty treats by performing certain tasks on the tracks. This time round there are a hundred separate challenge events in all, each with three different difficulty levels (bronze, silver and gold). Sadly, the general content of each remains pretty much unchanged.



NICKEL BIKE: A hundred new challenges have been added, and each has three different difficulties. Gotta race 'em all, right?

CONE YOUR SKILLS: Whizz through a course against the clock and between cones.

WIN? D'OH! Pip another rider to the post by out-pacing them through a predetermined track.

DRILLER THRILLER: No Challenge mode would be complete without some spoot racing. Beat Mr Driller here to unlock him.

"THERE'S NO DENYING THAT MOTO GP3 IS A BETTER GAME THAN ITS PREDECESSORS"

texture and framerate upgrades to look slicker than ever, but that's only the start. A whole new four-player split-screen mode has been implemented which, like Namco's *Ridge Racer* games, manages to retain its looks and speed when divided into four sections. A cockpit view's been inserted to take the player closer to the asphalt (a bit of a nightmare to get to grips with initially, though) and the track count has been upped to 15 licensed circuits, with a further 20 fantasy tracks for good measure.

Yes, all this, plus the usual multitude of modes (Arcade, Season, Time Trial and Legends) makes *Moto GP3* out to be something of a motoring monster. However, those wanting a more *GT3*-style simulation of the sport (like *Riding Spirits*) will be disappointed to learn that the mods and tinkers you can perform are very limited (you can adjust the transmission, handling, acceleration, brakes and tyres – but only to vague degrees).

Also, and this was a major downer, once you embark on a gruelling season, you can't save your progress in between races. This means you've got to seriously maintain your composure and concentration over 15 tracks in one sitting. Sound like fun?

There's no denying that *Moto GP3* is a better all-round game than its predecessors, but the time has come for the series to decide what it wants to be – a full-on simulation or a nippy, no-brainer coin-op-style racer. Because evidently, it can't please both factions of fans at once. PSM2

Moto GP3 is on the shelves right now.

INSIGHT

Still no online play capabilities, but *Moto GP* fans will be pleased to know that the online ranking system is still in place, albeit slightly toned down. To register, simply play TT mode, get a good time (and a code) then enter it on the website (www.namco.com). Easy.

FOGGY'S CHOICE

1 **GRAN TURISMO 3**
OK, it's cars, but it's still the best all-round racing game out there by several hundred miles.

2 **MOTO GP3**
Solid racing that's brilliant to look at, but lacks any real depth beyond the many modes.

3 **RIDING SPIRITS**
What it lacks in certain areas it makes up for in solid simulation. One for the true helmets.

PSM2 VERDICT

GAMEPLAY
+ Fast (with plenty of slow) and strategic.
- Unforgiving – one mistake too often proves costly.

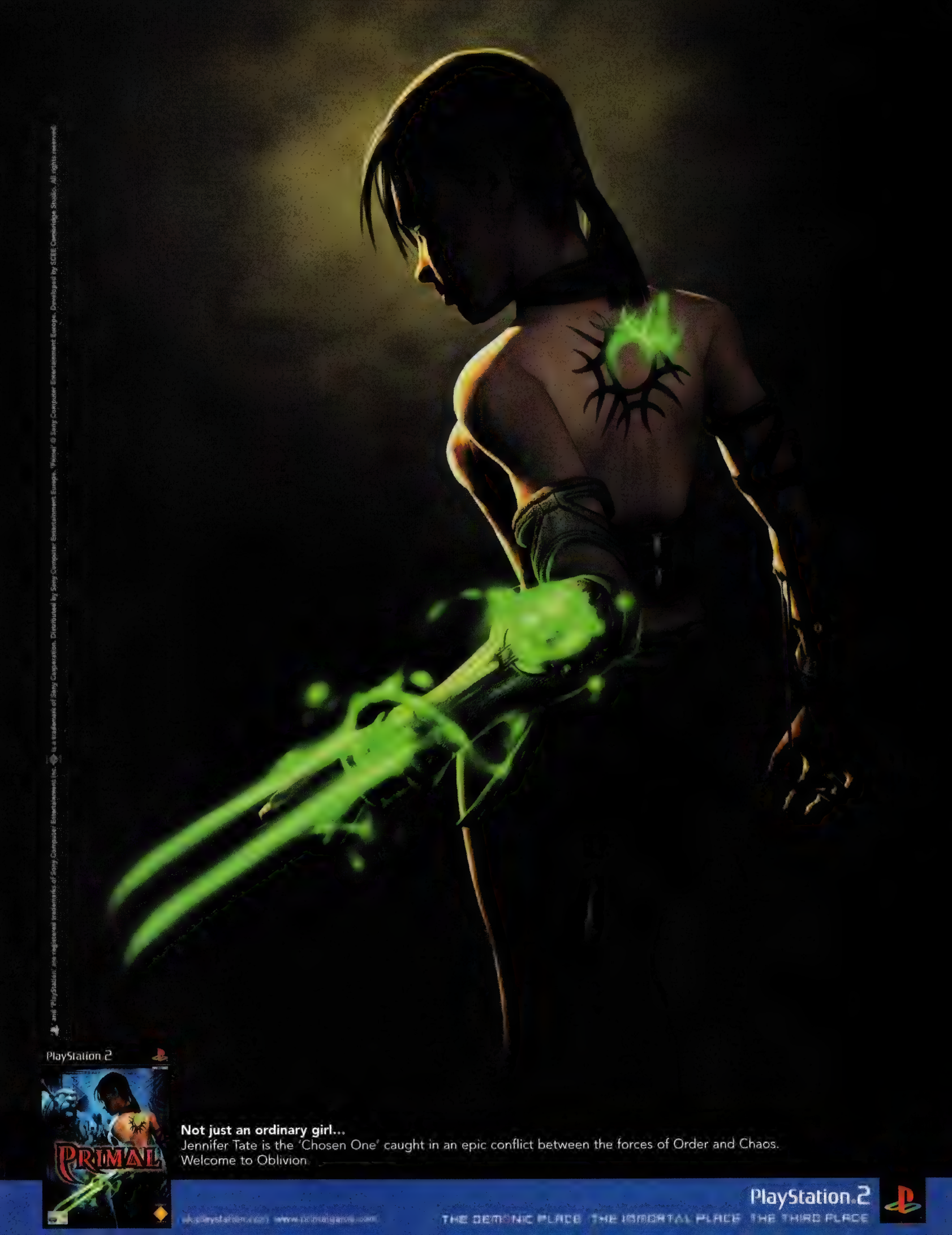
GRAPHICS
+ Detailed and humming with life.
- Some minor clips on the tracks.

SOUND
+ Realistic high performance engine roars.
- Forgettable techno drones over the menus.

LIFESPAN
+ Hugely challenging with plenty to race.
- Dedication is required and lots of it.

OVERALL
Bigger and, in many ways, better than previous *GPs*, but the lack of real depth may leave real enthusiasts reaching for the (*Riding*) spirits.

74
LEANING


PlayStation 2
PRIMAL
Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion
PlayStation.2
THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

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OUT UK now

ALL STAR BASEBALL 2004

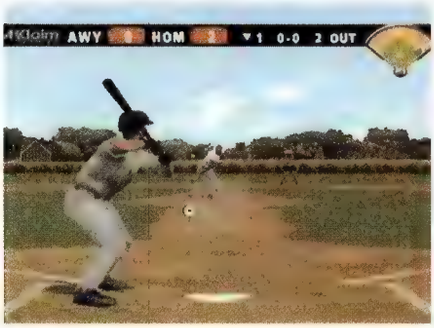
The *All-Star* hardball game take it's annual step up to the plate and doesn't care it you're not involved.

It's hard to tell you're involved with *All Star Baseball*. This is a game that seems to rattle along nicely on its own, requiring only a minimum of participation from the gamer. While most sport sims offer total control over a team and there's never a moment when there isn't a decision to be made, here you select a pitch and sit back to see what happens. If you're lucky, the ball will be fielded automatically and you quite literally won't have to lift a finger. Soon there might be a version that makes the pitch decision for you. Imagine that! A completely non-interactive game. Then, when it comes to batting, you can choose the assisted option which guarantees a hit every time and you'd hardly notice you were playing.

Sadly, this is the problem with most baseball games, as the sport they're replicating is a very pedestrian experience. It all boils down to the face-off between the pitcher and the hitter. Things do get more challenging when you take the hitting assist off, as timing and judging the height of the pitch – all within a fraction of second and a flick of the analogue stick – is a devilish thing to master. But at least it makes you feel involved.

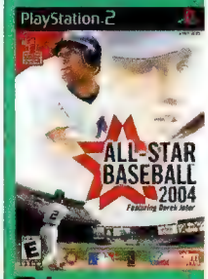
This is not to say *All Star* is a poor game. It's layered with detail, has a staggering number of players and looks the part. In terms of presentation it's up there with the best EA can produce. It's just that it's hard to shrug off the feeling that this game could have just as much fun without your participation. **PSM2**

Impossibly enough, this is out now.



SWING COMMANDER: Can you accurately judge the height and speed of this incoming missile to hit a homie? We couldn't...

INFO
- **DEVELOPER** Acclaim
- **PUBLISHER** Acclaim
- **GAME TYPE** Sport
- **PRICE** £39.99



DETAILS
- 1-2 players.
- Franchise mode.
- Licensed by MLBPA.
- Nine unlockable all-star teams.
- Featuring Derek Jeter!

OVERALL
A game that's bursting with it's love for baseball, but fails to make it a passionate experience for anyone playing it.

67

PITCHIN'

DAVID BATTY: The only interesting thing about baseball games is hitting the ball, the rest is like being on defence in a *Madden* game.

NORA BATTY: Get in some much-needed batting practice before the matches and listen to an all-too eager crowd.

OUT UK now

WHIRL TOUR

Band on the pun time with Wasa B, Ice Mocha and the worst obscene sports game imaginable. Hit it!

The truth is, even if *Whirl Tour* was a really good extreme sports title, we'd still be reluctant to play it after the recent gush of skate games featuring predictable objectives, copycat level themes and grinding (or should that be grating?) nu-metal soundtracks. It's left our nerves shredded like shrivelled flaps of skin on the roadside. But good it most certainly isn't.

Crave Entertainment has pinpointed a Rizla-sized gap in the extreme sports market and managed to exploit it with the most unfathomable of themes – motorised scooters. This means that the entire trick style and combo system of *Tony Hawk*'s has been easily implementable without the hassle of having to incorporate slow-down physics when going uphill.

The premise of the game centres around roadie, Wasa B (get the tenuous Budweiser joke?) out to rescue the members of a skate punk band, Flipside, who have been kidnapped by a nutty professor. You must perform a series of mundane tasks, including battling bosses, to get them back. But the whole game feels cheap and tacky, and manoeuvring your scooter is migraine-inducing, thanks to the abysmal framerate and a control system that only seems to have four points of direction. Even when you free the baggy-clad band members and they become selectable characters, their stats are all identical, meaning no one scooter is better than the others. **PSM2**

Yes, it's out now. No, don't buy it.

TAT-EEW: Look, an example of the sharp collision detection and a gratuitous pant shot in one foul-tasting cocktail.

INFO
- **DEVELOPER** Crave Entertainment/ Papaya Studio
- **PUBLISHER** Vivendi
- **GAME TYPE** Extreme sports
- **PRICE** £39.99

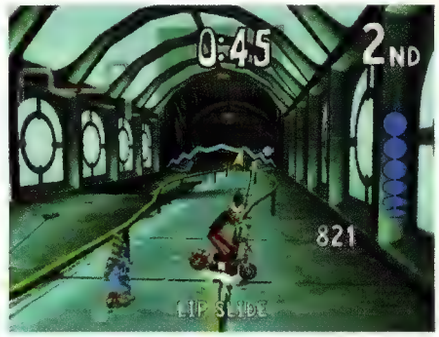
DETAILS
- Four modes of play.
- Eight levels.
- Seven characters.
- 20 scooters.

OVERALL
Just trust *Tony* for the decks, *Hoffman* for the bikes and *SSX* for the boarding. Scooters? Just don't even go there.

34

SCOOTIFUL

DRAGON US DOWN: Can motorised scooters really grind up slopes with not a hint of slow-down? Can they?



LIP-TRICK ON YOUR COLLAR: The grind meter is childishly easy to balance - just press left, then right, then left, then...

OUT JAPAN now OUT UK TBC

CHAOS LEG

"IN THE FACE OF DMC2 APATHY, CAPCOM HAVE PULLED OFF A STARTLING

ION

RETURN TO FORM"

With *Devil May Cry 2's* recent cool reception, you'd be forgiven for approaching *Chaos Legion* with caution. A game with even less exploration and even simpler gameplay? Get ready for a surprise...

REVIEWER: Daniel Griffiths

INFO

- **CODE TESTED**
  NTSC (Japan)
- **DEVELOPER**
  Capcom
- **PUBLISHER**
  Capcom
- **GAME TYPE**
  Action Adventure
- **PRICE**
  TBA
- **EXTRAS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Seven Legions: Six awarded as you play, with a seventh as an unlockable treat for expert players.
- Two Characters (one secret): Play as Sieg, the Dante-alike swordsman, then play as heroine Alisia Rinslet in a later level, with her being unlocked as a playable character once you complete the game.
- 30 massively detailed baddies on-screen simultaneously.
- 13 Levels: Each split into at least four sizey 'n' packed combat stages.

When we caught up with Capcom producer Tsuyoshi Tanaka at the E3 show last year, we asked him what he most wanted to achieve with *DMC2* – a game which, at the time, was about half finished. He said that what he wanted was to create a game as good as the first one. Hear that? "a game" we repeat, "that was as good as the first one". What kind of a rubbish ambition is that?

Perhaps he was just being modest. Perhaps if he's told us that *DMC2* was going to crap all over Shinji Mikami's "over rated" first game, then word might have got back to Osaka and a P45 might have been waiting where his bonus cheque should have been.

So things don't bode well for *Chaos Legion*. Internet wags and lesser mags are already calling it *DMC2.5*. Well 'they' are deeply wrong. Capcom have never been a company to rest on its laurels (and in the last 15 years it would be fair to say that they've amassed quite a lot of laurels). So, in the face of *DMC2* apathy they've pulled off a startling return to form for a company that had never actually lost it.

SPIRITS MOVE ME: Your ghostly Legions will appear in the thick of the action then disappear once the threat has been removed.

Chaos Legion is as grandiose and overblown as any *Final Fantasy* effort. There are regular ingenious shaky-cam CGI cutscenes, depicting a story as impenetrable as The Bible. The action is soundtracked by a thousand card-carrying Gregorian monks, backed by an Earth Wind and Fire-sized rock ensemble. Even the option screens and menus look as though they were handcrafted by Rolf Harris himself.

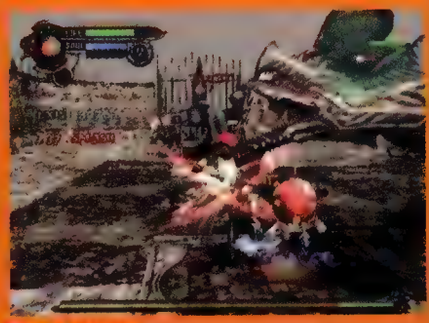
"EVEN THE OPTION SCREENS LOOK AS THOUGH THEY WERE HANDCRAFTED BY ROLF HARRIS HIMSELF"

And this vastness just sets the scene for a game involving more in-game enemies than we've ever seen on a single screen. Every frame has a cast of thousands and every one of them is just dying to meet with a grisly end – being hacked to pieces with swordplay or blown apart by frankly illegal magic. OK, so 'a thousand' ▸

LEGION ME ON

As each Legion attacks differently they all alter the gameplay mechanic. Choose the Arrow Crest Legion, for example, and the game plays more like a shoot-em-up, with you keeping out of trouble and using ⓐ as a fire button. The more 'brute force'-style Legions will interpret ⓐ tapping as their cue to run ahead and pulp the first thing they find.

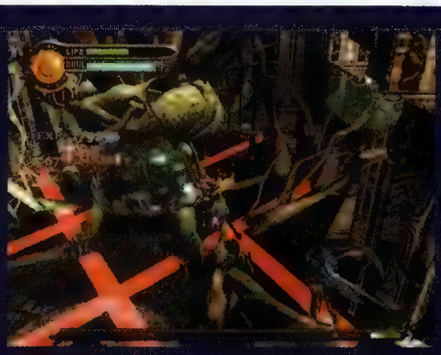
DEFENDER AT THE HELM: Set your Legions to Defence mode and they'll concentrate on stopping anyone who attacks you.



BEST A MOVE: With the Legions off, their power is transferred into your special move. Here you are being aided by your bomb buddy.

THE JUNGLE CRUNCHERS: Switch on your Legions, set them to attack, and they can pretty much mop up anything in the way.

SOUL POWER: Or simply choose to play unaided. This will ultimately earn you more Soul strength and power-ups.



LASER BEST: The best way to beat this boss is to enable your Shield Crest. They'll deflect the lasers while you do the dirty work.

SMASHY AND NICEY: Repeated hits earn you a higher Smash Count, one of the in-game factors used to give you a score.

SWING WHEN YOU'RE WINNING: As you power-up, the more your sword slashes become complex juggling combos.

CHAOS-MART

When you first acquire a Legion (one of them is handed over at the end of the first six levels) they're effective, but rather unimpressive. The trick is to keep taking them out in battle and earn lots of lovely experience points with which to buy increases in number and power. The Force upgrade category literally adds more of your chosen Legion to help you, so in later levels you can take a six-strong mini-army into battle.

CROW FREEDOM: Each of the different Legions has a different method of attack – meaning that a correct choice of partner is vital.

POWERS BOOTH: In between levels you get to spend the experience points you earned on upgrades to your Legion's skills.

BLAZIN' SQUAD

Some Legions are good for close-up work. Others fire projectiles and are therefore better suited for clearing the path ahead. Some do nothing more than shield you while others are just huge beasts that flatten anything to the ground like a mob of particularly zealous nightclub bouncers. Be warned, though – certain baddies are impervious to certain attacks, so as you journey deep into the game you'll have to give each Legion an outing to ensure success.

UNDERNEATH THE ARCHERS: The Archer Crest will take out baddies from a distance.

MR BOMBTASTIC: Your little bomb buddy will nip under the fleshy bits of bad guys and explode.

FORK SWORD: Even beginners can look good with the Sword Crest. These guys will play the game for you.

BIG SHIELDS: The Shield Crest does as you'd expect, getting in the way of enemy fire while you hack away.

DAVID POWER: The Power Legion is like walking into town with your own personal rugby club in tow.

▶ might be pushing it, but 30 wouldn't be over the odds – and all as detailed and expertly designed as any *FF* hero or leading lady.

The game's unique selling points are the Legions of the title. At any time you can press L1 and summon up your force of invincible magic allies that follow your every move. They can be set to defend you or, more enticingly, to attack, flying around the screen taking care of anyone who's daft enough to get in the way of Duran Duran with swords.

Each level is split into stages, which are little more than large arenas. Once you've got rid of every baddie in each stage (or killed the main boss guy in the stage – helpfully depicted by the word 'Target' written over them) then the exit/entrance to the next stage opens up. And entering a new stage is an exciting business. Often, as the pathway snakes on ahead, you can see the baying herd of monsters waiting for you. An *Ico*-style blur and haze effect keeps things looking spooky and cuts down on the scenery the game needs to draw – essential for keeping the speed up when 20-plus insects attack.

Then, between levels, you're awarded a new Legion to play with in the next. But feel free to pick a pair of whichever you fancy. There are seven to collect and you'll almost certainly be acquiring favourites along the way. This pair of Legions can be switched mid-level, or simply

TIP UP FATTY: These fleshy ogres hide behind a shield, but once this has been broken you can storm in and knock them on their asses.

CHAOS LEGION

"THERE'S HUNDREDS OF THEM!"

MURDER WAS THE CHAOS: These boss beasts fire shock waves to knock you for six. But once you're this close he's had it.

LEGIONAL FORECAST: When the gates close behind you, you can bet that you'll have a fight on your hands.

SPECIAL CHAOS: Have you ever seen so many monsters on screen at once?

IMPACT POINT

Chaos Legion **stars Sieg Wahrheit, he of the new wave haircut and frankly unliftable sword. His arch enemy is one Victor Delacroix, a similarly-barnetted smug-face who competes with you for the affections of heroine Alisia Rinslet, the pistol-packing Yuna-alike.**

INSIGHT

■ ***Chaos Legion*** **is part of a trio of upcoming Capcom titles that prove that the old master just gets stronger and better. Check out *Onimusha 3* on this month's disc and keep your eyes peeled for more on *Resident Evil Online* – currently the only reason to get your PS2 networked.**

packed away, leaving you to fight alone. Fighting without Legions allows you to run faster and the Legions' latent power can always be summoned in the form of a special attack (bash Ⓐ).

There's endless variety in how you choose to play the game. Send the Legions into action while you turn your back on the enemy, and look cool as they take care of business for you, or let them take a breather while you bask in the gory limelight. If *DMC* invented 'looking cool' in a videogame, then *Chaos Legion* packs enough of the stuff to transform you into James Dean himself. While feeling better than James Brown.

Everything you or your Legions kill earns them valuable experience points which, at the end of the level, can be used to 'treat' the Legion that earned the upgrades in the first place, making them more powerful, or simply improve at their role of doing your bidding. Alternatively, there's the usual magic and strength power-ups that are dotted around and dropped by fallen baddies for you to power-up your character, and avert embarrassing death situations.

And, of course, at the end of each level there's the traditional end-of-level boss battle. And what bosses. These fellas set new standards for size and diversity. Each are unique visual creations (that's a given, admittedly), but the fact that each fights in a fiendish multi-stage mix of long and short range attacks, with moments of extreme power (where they must be avoided) and moments of weakness (which may be your only opportunity to strike) means you actually have to work to punish the game's bosses.

If *Devil May Cry* is about exploration then *Chaos Legion* is all about action. Sure, there's lots of things to discover but they're invariably of the "how big is that boss guy?" or "Christ look – there's *hundreds* of them!" variety. It's a trick that's been played in games like *Dynasty Warriors*, but whereas the novelty of multiple attackers soon wears off in the face of 'run-bash' gameplay, *Legion* mixes up the options and possibilities to keep the experience consistently fresh. And let's not forget that this is one of the best-looking PS2 games ever to boot. Await a UK release with your breath fully bated. **PSM2**

Chaos Legion is not yet confirmed for a UK release, but we'd bet our blams that it will be...

"UNTIL YOU'VE SEEN A POWERED UP LEGION THEN YOU HAVEN'T SEEN WHAT YOUR PS2 IS CAPABLE OF"

CHAOS ENGINE: Playing with the enemy power bars on allows you to see how you're doing against them. But it slightly spoils the view.

BEAU JESTE'S CHOICE

1 **DEVIL MAY CRY**
The original and best. We've still not a single bugbear for Dante's first adventure.

2 **CHAOS LEGION**
Matches the exploration from *DMC* with a great combat system and superb visuals and you're not a bunch.

3 **DYNASTY WARRIORS 3**
Similar multi-opponent combat but a little too samey.

PSM2 VERDICT

GAMEPLAY
+ Hacking and slashing broken up by ingenious Legion play
- Wait, slash, walk, slash... Get the idea?

GRAPHICS
+ Numerous and amazingly detailed characters and bosses
- Backgrounds can be a little sparse at times

SOUND
+ Magnificent music plus awesomely powerful SFX
- A little too heavy on the Japanese pomp-rock at times

LIFESPAN
+ Lots of difficulty levels and an unlockable secret character, too
- Cuneable in a weekend – but you'll be a fool not to replay it

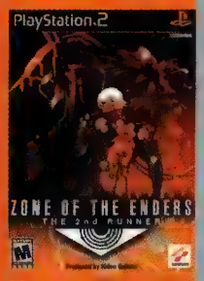
OVERALL
All out action and innovative gameplay mean that if you're in the market for a jaw-dropping action game then this is just for you.

86

FRANTIC

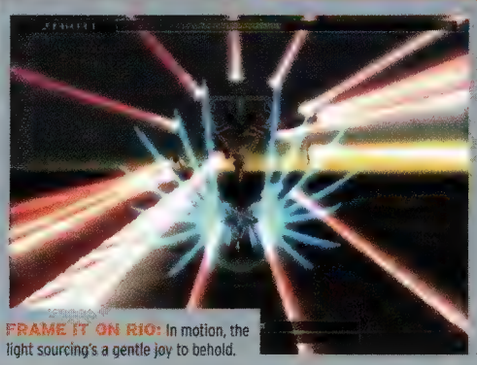
INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** High Speed Robot Action, apparently
- **PRICE** ¥6,800
- **ESSENTIALS** 1-2 Player, DualShock 2, Memory Card, supports Dolby Surround



DETAILS

- Versus mode with six playable bots.
- Extreme and European Extreme difficulty modes (UK only).
- Mission Mode (UK only).



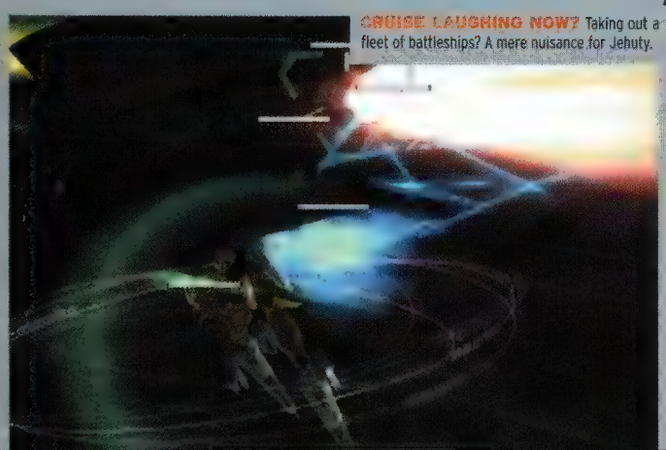
FRAME IT ON RIO: In motion, the light sourcing's a gentle joy to behold.

OUT JAPAN NOW **OUT UK** SEPTEMBER

ANUBIS: ZONE OF THE ENDERS THE 2ND RUNNER

Charge up the vector cannon, stiffen that upper lip, and break out the Kleenex – it's time for another sob-worthy Konami classic.

REVIEWER: Joel Snape



CRUISE LAUGHING NOW? Taking out a fleet of battleships? A mere nuisance for Jehuty.

Quite apart from whether you wanted to play a snifflesome space opera about kicking things in with size 600 robo-boots, there were three things wrong with the original *ZOE*. Firstly, the combat was a bit too easy. Secondly, the controls and camera were a bit annoying. Thirdly, it had a dismally cynical 'next time, Gadget' ending where you ended up running away from Anubis-bot. The sequel rectifies two of those things.

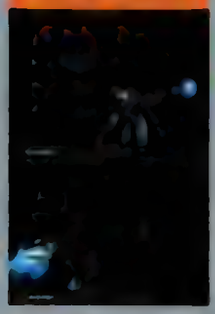
The first thing that you notice is how overwhelmingly great it looks, even compared to the original. Instead of being overly realistic, puffs of dust and explosions are cel-shaded to contrast with the sharp lines of the mechs. There's the occasional glimmer of slowdown – say, when you're fighting 70 drone-bots in an exploding factory – but it's barely a concern. Mixed with top-notch anime cutscenes, the whole thing's got the stylised look of a really good Manga film.

The weapon effects are equally enhanced – both in looks and practicality. Instead of a simple ammo bar, your secondary weapon drains the sub-gauge, which is recharged by destroying enemy robots. Of the 14 available, some are sheer novelty (mainly the Phalanx and Halberd) but most are combat mainstays. The fighting system places extra emphasis on using scenery –

ANUBIS: ZONE OF THE ENDERS 2: THE 2ND RUNNER

IMPACT POINT

Inhert's typical of the unsporting bosses. He switches the lights out leaving you relying on Ada's instructions to avoid his homing mines. Wimp.



Yup-eek, you fight Anubis bot fair a dozen times but you can only win once you master the Zero Shift

pressing ⊗ or Ⓐ as the final hit of a combo directs your opponent up or down, grabbings easier and a throw moves been added. Chunks ripped from the scenery can be used to block attacks or charged up for extra throw damage – which is crucial to boss battles. The downside is that manoeuvring vertically still isn't easy, conflicting with a camera system that veers wildly about to create some maddening navigational difficulties. The Lock On system's been improved to cope with multiple foes, but this comes with its own problems, sporadically tearing your viewpoint away from the most obvious target. To an extent, you can rectify this by holding down L1 to turn off the locking system, but the cameras still slow to work out where you'd like to point and trying to manually Shift it often makes things worse. In the pitched battles that're commonplace towards the end of the game, it's like trying to concentrate on three tennis matches at once while fireworks go off next to your head. And yet, this is exactly why you'll want to persevere.

Early on, Zoe's pacing meets work. Lengthy fights with predictable Raptors are interspersed with tedious exploratory bits that only emphasise the woefulness of the camera. Things pick up as the bosses start to appear, until – when you're attacking a high speed train in the most visually stunning moment of the game – hell, it practically any game – up to that point. Then – erk, you're

"LENGTHY FIGHTS WITH PREDICTABLE RAPTORS ARE INTERSPERSED WITH TEDIOUS EXPLORATORY BITS"

stuck plodding through a minefield while secret benefactor Rich murmurs instructions into your headset. Yawn. Then, suddenly, everything kicks off, building to a crescendo of new weapons and extravagant combinations that lasts for the rest of the game. Cheers as Jehuty takes the initiative in a pitched battle between BAHRAN's forces and the LEV troopers, garbled radio messages coming from all corners. Cool as Jehuty's ass gets fried by Orbital Frame Zaka's laser disco attack. Weeee as you hover behind a steel plate while a train gun the size of the moon takes potshots at you. Curse at Anubis and his flagrantly unfair advantage over your damaged bot. And then it's all over.

Short of the cutscenes, Anubis weighs in at a pitifully five or six hours. Replay value stems from your upgraded Jehuty – storming through again with the god-like Zero Shift teleport and Vector Cannon abilities makes it a radically different

Destroying buildings is frowned upon. Do the LEV forces. But it looks cool

MISSILE COMMAND

A formidable robot smash machine from the moment his Fraters open, Jehuty evolves to dole out boss-like amounts of damage by the end of the game. While there's no denying that you'll favour certain weapons – the Gauntlet in particular deals out some serious damage – it's possible to clear certain areas with running use of all 14. Restart the game with Equipped Jehuty – or one of the other skins it's possible to unlock – and you get to keep the lot.

MISSILE YOU ALREADY:

VECTOR DELIVERY:

game, and allows you to unlock previously inaccessible bonus areas. There are characters to be sought out for Versus mode, S-ranks to attain on the survive sections, and 13 cameos to find. The UK release will also boast Konami's traditional Extreme difficulty setting and three key events from the game as stand-alone missions. And it's probably worth waiting for that anyway – regardless of how soaps use something when you can't understand a word of them. PSM2

INSIGHT

There's a version of classic blaster *Gradius* hidden in the duel with the Vic Viper on your second play through of the game. Blow up the rock in the north above the entrance to the canyon and you'll see a Mission File – use the Wisp weapon to grab it.

ASIMOV'S CHOICE

ZOE 2
Faster, more stylish and more synapse-poppingly gorgeous than any other robot game around.

ARMORED CORE 2
The more ploddingly tactical option of this collection, but still worth a look.

ROBOTECH BATTLECRY
A poor man's Zoe – cartoon fun, at least, but uninspiring.

PSM2 VERDICT

GAMEPLAY
The camera system kills you more often than Anubis

GRAPHICS
+ Probably the best looking game on PS2.
- Well, it does slow down a bit

SOUND
They're going to change the Japanese voices for the UK. Good

LIFESPAN
+ Worth a second run through to unlock the EX stuff
- Sections of the campaign mode last about five hours

OVERALL
Close to art in places and a vast improvement over the first one – but with enough mistakes repeated to stop it short of being great.

79

MANGA-NIFICENT

OUT JAPAN NOW OUT UK JUNE

VIRTUA FIGHTER 4 EVOLUTION

So beat-em-ups are dead, are they? Not if Sega have anything to do with it. **REVIEWER:** Joel Snape

To anyone outside the loop, *VF*'s the David Lynch film of fighting games. You suspect it's very clever and you're sure it's technically impressive, but you don't know *why* – and nobody who likes it can explain without descending into the same jargon that made it all so bewildering in the first place. Canned combos? Stagger strings? Unlike, say, a driving game, where you learn 'left', 'right' and 'faster' – *VF4* takes the art of punching someone in the head and forces you to memorise algebraically complex routines to succeed.

The flipside to this is that *VF4*'s also a tremendously exciting game to master. Ten-string combos are non-existent, cheap finishes are unlikely, button mashers from the Eddie Gordo dojo might as well go home. It's an approach personified in pasty Judo master Goh Hinogami,

BRAD AS I WANNA BE: Apparently, the Muay Thai champ's interests include 'flirting with ladies'.

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Sega AM2
- **PUBLISHER** Sega
- **GAME TYPE** Fighting
- **PRICE** ¥6,800
- **ESSENTIALS** 1-2 Players, DualShock 2 Memory Card

DETAILS

- More than 400 items to dress your characters up in.
- Six modes, including Quest, Arcade, Trial, Training, Mission and – ho ho – *Versus*?
- The Training mode includes thousands of options for your fighter.

VIRTUA FIGHTER 4 EVOLUTION

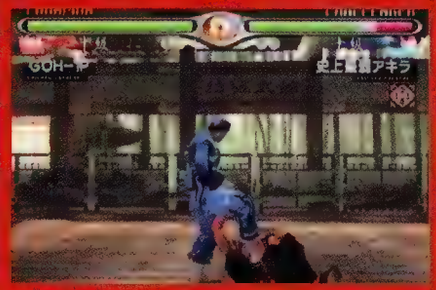
"ALGEBRAICALLY COMPLEX ROUTINES"

KNEE YOUR ROLE: You can switch the button commands on in replay mode, or slow the action to a crawl – ideal for taking notes.

PIT YOUR WITS

After a few scuffles against the talent at Sega World East, it's time to head for Event Square. Here's where you can start making the big money – but in order to succeed, you'll have to master several different fighting styles. Later challenges involve only using a certain type of counter, and it's here where it gets fairly tricky.

ALLY SPEEDY: Hyper fighting lets you chain moves together faster for a brutal flurry of combos.



HARD TO GET: Ironman matches quadruple your normal energy bar, so it's tougher to win on a fluke.

one of the game's two new characters. Brad Burns, kickboxing Del Piero lookalike, isn't anything special – lots of rushes and knees, no different to 20 other fighting characters, and not that interesting. Goh's different – he's possibly the first successful attempt to put a 'proper' Judo character into a fighting game. Instead of chaining into combos, most of his striking moves are guard breakers or link into throws if they're blocked. He swats away punches, drags opponents around and slams them into walls. He's vicious and clinical and, in the hands of an expert, great.

INSIGHT

■ Reach Dural's stage within [2 x (number of rounds) + 2] minutes, and you'll fight Stealth Dural. In other words, if you have your rounds set to 2, and reach her stage in six minutes, you'll have to fight a near-invisible robot. Serves you right.

More rewards for the committed; the expanded Kumite and RPG modes. Kumite lets you pit yourself against opponents to earn fezzes, toy rabbits and rankings – from 1st Dan right up to Emperor. Before, these were just exponentially harder computer characters – but since *VF4*, Japanese gamers have been saving their progress and playing style on an arcade memory card. Now it's possible to take a 'virtual' tour of Japan's arcades, probably getting 'virtual' pasting after pasting. Imagine taking on Akihabara's best Lei player, then popping over to Shibuya for a tournament – except now it's possible to do it sitting in your pants. What an age we live in, eh? Sega have also thoughtfully included Replay data for scraps between some of Japan's finest – studying them's a frightening insight into how quick on the L1 trigger you'll actually need to be.

Finally, there's a hint that it'll finally be a bit more accessible on UK release. The Training mode's blitheringly complex, with about six million options. From what we can make out, they cover absolutely everything you need, including mastering things you'll need for specific missions, like the right-dodge-counter. But they're all a bit beyond our grasp of Katakana. Bugger.

GOH FOR BROKE: Once he's downed an opponent, Goh can catch an arm or leg for extra damage if he's quick.

GOH FOR GOLD: You get a first-person loser's eye view for his win pose.

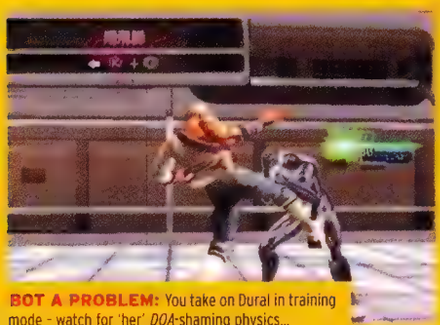
TOKYO THE TOWN: Battle through all of the early arcades, and you'll soon be able to roam further afield.

"IF YOU'RE LOOKING TO HONE YOUR SKILLS, IT'S THE PERFECT TRAINING AID"

Auto-reversals? Tech juggles? Sod the vocabulary – it's only shorthand for things you can work out by playing it. If you genuinely want to 'get into' *Virtua Fighter*, you can and will – and this is the perfect way to develop your skills without disdainful snorting from the kappa boys at the arcade. Likewise, if you're looking to hone your skills, it's the perfect training aid. If you're looking for knockabout fun with your friends, though, it's simply too daunting – but hey, Eddie Gordo's open for business just around the corner. **PSM2**

The incomprehensible Japanese versions out now, with a UK release due in the summer.

BRAD TO THE BONE: Most of his throws involve some compr[illegible] followed by cracking some poor schmuck in the jaw.



BOT A PROBLEM: You take on Dural in training mode – watch for 'her' *DOA*-shaming physics...

MITCHELL'S CHOICE

1 **TEKKEN 4**
Hysterically convoluted throw combinations. Rescued by the fact that you can win by whacking ⊗.

2 **VIRTUA FIGHTER 4 EVOLUTION**
The most complex fighting game available – but also the most rewarding.

3 **DOA2**
Less complicated than the others, with tag moves, pretty ladies and silly outfits.

PSM2 VERDICT

GAMEPLAY
+ A raft of challenges for the psychotically devoted
- Not that accessible.

GRAPHICS
+ Sharper, with more outfits and backgrounds.
- No complaints really – the graphics are fairly great.

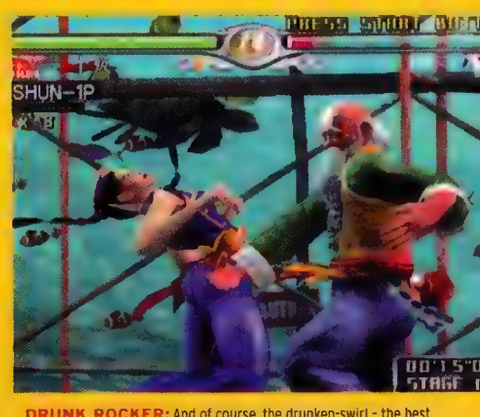
SOUND
+ Meaty collisions, the occasional "ha!"
- The music's twee and dreadful. Could use more voices.

LIFESPAN
+ Winning the Championship on Expert is a worthy test.
- All of the other modes are practically the same.

OVERALL
At last – some decent competition for fightophiles. Still takes more effort to learn than many will be willing to put in, though

87

HARDCORE



DRUNK ROCKER: And of course, the drunken-swirl – the best move in the whole game – is still there.

BOND LIFE: Halle and Pierce forge some convincing on-screen chemistry.

OUT UK now

DIE ANOTHER DAY

Bond gets brought bang-bang up to date – and he's left a little shaken...

STARRING Pierce Brosnan, Halle Berry, Rosamund Pike, Toby Stephens, Rick Yune, Judi Dench, Michael Madsen, Samantha Bond,
DIRECTOR Lee Tamahori
CERTIFICATE 12
PRICE £24.99

After spending a year looking over his shoulder, with Vin Diesel aiming to steal his crown with xXx and Mike Myers continuing to spoof his movies, you could excuse Pierce Brosnan for being a little worried. Thankfully, the latest addition to the long-running spy saga (this is the 20th film, if you can believe that) has all the required bangs and whistles to leave the competition trailing in his well-dressed wake. This time around 007 is facing the topical threat of a North Korean villain who's hatched a diabolical scheme (when isn't it?) to unite the two Korean nations through use of a – insert Dr Evil voice here – *giant laser*.

His maniacal idea is to slice through the de-militarised zone between North and South, destroying the mines that block his country's invasion route. Cue explosions, complicated bad guy bases and slinky girls in slinkier dresses. Top of the totty in DAD is Halle Berry's Jinx, a sultry Bond-alike babe who packs a mean pistol and may or may not be on Jimmy-boy's side. She's soon in his bed, though, as our hero recovers from the rigours of capture and torture by North Korea with a spot of "investigating" the "plot" in Cuba.

HUMAN NATURE

It's the torture scenes that really stretch the format in the latest bout of Bondage. We're used to Bond as a Teflon terror – killing the henchmen, offing the cackling mastermind and wise cracking, all the while appearing to be bulletproof and impossible to keep down. But director Lee Tamahori makes him a man when he has the hero captured, beaten and almost broken by the Koreans. It's a strange sight to watch a bedraggled, Cast Away-alike Bond stroll into a Hong Kong hotel, to be greeted by stares and glares. But fans of the world's best-known secret agent need not panic – he's soon back on top form, racing a car across a frozen lake, duelling with Gustav Graves and sleeping with sexy double agent Miranda Frost.

But in trying to push the boundaries and compete with the youngsters, DAD has some dodgy stabs at using new SFX techniques that occasionally let the side down. The Bond movies have always been about practical effects, and some of the frankly *shitty* CGI incorporated into the action sequences (the stupid wave-surfing sequence especially) just jar with the superb driving sequences.

Fortunately, the film has plenty of the traditional Bond cocktail to fall back on. Brosnan looks so comfortable mouthing the smooth quips and dishing out the rough justice, it's a relief to know he's already signed up for at least one more go-around. Berry shines as Jinx, setting up a likely franchise of her own. Forget the rest, come back to the best: *Do* be careful, 007... PSM2

"HALLE BERRY'S JINX IS A SULTRY BOND-ALIKE BABE WHO PACKS A MEAN PISTOL"

INSIGHT

- The scene in Q's lab features gadgets from older Bond films.
- Pierce Brosnan injured his knee, delaying shooting for two weeks.
- This is the first time in a Bond film that the credit sequence actually continues the plot.

BOND'S CHOICE

1 **GOLDFINGER**
Connery still pips the others to the post – just – and rules the roost as Bond.

2 **DIE ANOTHER DAY**
Bond's most recent outing is superb fun.

3 **GOLDENEYE**
Pierce Brosnan's first stab at James proves he can bulk out that tux impressively.

PSM2 VERDICT

EXTRAS
Audio commentaries with the stars, producer and director trivia track Inside Die Another Day featurette car chase documentary From Script To Screen documentary Evolution Of A Scene storyboard to finished film comparison multi-angle exploration of action sequences Briefing about gadgets and weapons from the film Image database Title Design trailers TV spots Madonna music video.

OVERALL
Brosnan is slowly evolving into our favourite Bond, and in this instance Mr Kiss Kiss Bang Bang sees off the competition in style.

80

BOND BONUS

OUT UK 19TH MAY

DONNIE DARKO

Teen angst with a dash of Stephen King? This is a must-watch brain-grabber...

STARRING Jake Gyllenhaal, Drew Barrymore, Jena Malone, Noah Wyle, Patrick Swayze, Holmes Osbourne, Maggie Gyllenhaal
DIRECTOR Richard Kelly
CERTIFICATE 15
PRICE £14.99

Tell us you saw this. Please, tell us you know what we're talking about when we say the name Donnie Darko? Only one of, no, *the* best film of last year. All right, the best film that got a lot of buzz and managed a decent audience despite a confusing plot and few recognisable names in the cast. But make no mistake, Donnie Darko is a flick that's more than worth seeing – and more than once, since your mind will likely still be asking questions even after the first viewing. And the second. And...

In what looks like your typical teen tale, Donnie is dealing with growing up in the '80s with a sleepwalking problem and schizophrenia. But his life (and the film's plot) is turned upside down when one of his nocturnal jaunts leads to him meeting Frank. A six-foot-tall rabbit. Who tells him the world will end on Halloween. And then an aeroplane engine lands on his room. Ladies and gentlemen, we have just lost cabin pressure...

But it's a sign of Darko's quality that this seemingly over-surreal touch works perfectly. You may never quite work out all the elements of the mystery (and on his audio commentary, director Richard Kelly admits that while he has his ideas, it's open to interpretation), but you'll get plenty of satisfaction debating exactly what you think happened down the pub. Which also means that Donnie Darko sticks in your head long after most vacuous blockbusters have been flushed away by the flotsam of regular life.

INSIGHT

- The movie was shot in 28 days.
- Donnie's skeleton costume and hood are a homage to ET.
- Sam Raimi allowed use of footage from Evil Dead for free.

DARKO LIFE

Much of the credit goes to first-time writer/director Kelly's ace script and cool, stylised direction (early introduction scenes are filmed at varying speeds, giving an original look to the film's school-set sequences). But there's also plenty of kudos to be handed to the cast. Gyllenhaal puts in a star-making turn, his droopy-eyed charm hiding just enough of a menacing air to make Donnie believable even as his world is turned inside out. Barrymore shines in a small role as a driven English teacher whose unconventional teaching methods rub the authorities the wrong way.

Biggest surprise of all is '80s throwback Patrick Swayze, a man we all thought had vanished into the twilight of his career, burning up the screen as a slimy, over-hyped motivational speaker. You won't be able to watch his instructional video without grimacing and laughing at the same time. Praise also goes to Donnie's parents (Osbourne and McDonnell) who break the teen movie stereotype of difficult parents by being understanding, even goofy, family figureheads. Add in the dash of Twilight Zone flavour that Frank the Bunny brings, some cool '80s soundtrack cuts, and an ending that will have all but the stoniest of hearts blubbing into their sleeve, and you have the recipe for an unforgettable viewing experience. Buy it. PSM2

OH DONNIE BOY: Jake Gyllenhaal and Drew Barrymore give superb performances.

TWISTED CHOICE

1. DONNIE DARKO
Jump, leap, it. But then you knew that already...
2. THE TWILIGHT ZONE
Gets second placing here purely for the theme tune.
3. STEPHEN KING'S IT
Small town menaced by evil clown.

PSM2 VERDICT

EXTRAS
Cast and crew commentaries, deleted and extended scenes with commentary by Richard Kelly, interviews, B-roll footage, The Philosophy Of Time Travel book, UK art exhibition, "They Made Me Do It" - making of the UK art gallery, Cunning Visions gallery, trailers.

OVERALL
A surprising, unexpected little masterpiece with superb acting and the bonus of a big rabbit that deserves a second look.

86

DARKO STAR

RED DRAGON

OUT UK 19TH MAY

STARRING Anthony Hopkins, Edward Norton
DIRECTOR Brett Ratner
CERTIFICATE 15
PRICE £22.99

Going back to the original book, Hollywood decides to remake Manhunter. The big question really is why, but Brett Ratner pulls off a decent adaptation of this first Hannibal Lecter novel. It's a little toothless following the likes of Silence of the Lambs, but it's a damn sight better than Hannibal's gruesome excess and cardboard quips. Norton makes for an intense Will Graham, and while Hopkins is on autopilot, Ralph Fiennes relishes the chance to play evil as serial killer The Tooth Fairy. Unnecessary, maybe, but still a decent movie in its own right. PSM2 **75**

WHO FRAMED ROGER RABBIT: SPECIAL EDITION

OUT UK 19TH APRIL

STARRING Bob Hoskins, Christopher Lloyd
DIRECTOR Robert Zemeckis
CERTIFICATE PG
PRICE £17.99

Robert Zemeckis began to hone his skills as a director of fun SFX movies with this groundbreaking blend of animation and live-action. But it's also worth watching for Bob Hoskins' prime bunny buddy banter and a truckload of cameos from the best loved animated characters. Christopher Lloyd makes for a suitably snarly villain as Judge Doom, a twisted miser intent on wiping out all of Toon Town, while there are chuckleworthy moments with foul-mouthed pseudo infant Baby Herman and the ultra sexy Jessica Rabbit. And whaddya know? It still looks great today... PSM2 **85**

ALSO RELEASED

THE BEST OF MONTY PYTHON'S FLYING CIRCUS (BOX SET)
Released 5th May **Cert** 12 **Price** £34.99
Brush up your knowledge of Python routines with this handy box set, which includes most of the favourite skits. Dead Parrot included. **60**

ROMEO IS BLEEDING
Released 12th May **Cert** 18 **Price** £12.99
Gary Oldman's cop walks the wrong side of the tracks in search of money, sex and power. Unsurprisingly, it bites him in the arse. Brutal. **62**

KNOCKAROUND GUYS
Released 19th May **Cert** 15 **Price** £19.99
Left to gather dust on a shelf until Vin Diesel became a big enough star, this tale of stoopid gangster kids is actually fairly enjoyable. **58**

A BRIDGE TOO FAR: SPECIAL EDITION
Released 5th May **Cert** 15 **Price** £24.99
Classic war action as the Tommies take on the might of Jerry's entrenched forces. Now with lots of extras, including a commentary and documentaries. **70**

8 MILE
Released 26th May **Cert** 15 **Price** £19.99
Eminem makes his big-screen debut in this Rocky with rappers coming-of-ager. Not a new tale, but Slim Shady is a charismatic lead. **65**

BIG WEDNESDAY
Released 26th May **Cert** PG **Price** £15.99
Smooth surfing flick that chronicles the lives of wave-catchers in the late '60s and early '70s. Cowabunga! **68**

COMING SOON

ONCE UPON A TIME IN AMERICA: SPECIAL EDITION
3rd June
£19.99

MASTERS OF THE UNIVERSE
16th June
£12.99

SPIDER
30th June
£19.99

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EXCLUSIVE FIRST REVIEW OF X-MEN 2: WOLVERINE'S REVENGE!

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PSM2 GAMER'S LOUNGE

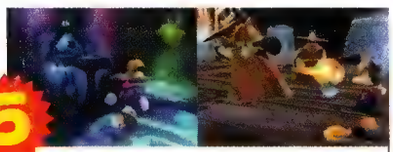
MAX. SMART/MIN. EFFORT

Silence is golden. Look at *The Getaway*, *Metal Gear Solid 2* and now *Tenchu* – all chart-stormers, all heavily reliant on tip-toeing past the relevant authorities with the minimum of fuss. Not that they'd have any trouble in the PSM2 office, of course – Dan G routinely plays his *NSYNC CDs at enough decibels to drown out a volley of Uzi fire, while the gentle guitar music that Dan V owns will easily drown out a startled yelp, snapping vertebrae or industrial klaxon. On the rare occasions that the stereo's been switched off, all the potential intruders need to do is wait for the next argument about who's making the tea. Let's have a bit of *shhh*, eh?

3

TENCHU

Blaaagh! Nothing like spitting fat merchants on a wet Saturday afternoon. Everyone likes a bit of stealth, so it's no surprise that *Tenchu*'s near the top of the charts. *Splinter Cell* next month, anyone?



5

RAYMAN 3

Rayman, eh? We like the bit where he counts all the matchsticks, but we thought Tom Cruise was overlooked for the Oscar. Sorry, that's the most obvious joke in the world. Decent game, though.

14

WWE SMACKDOWN!

"But I'm talking 'bout Shaft!" "Then we can dig it". Yes, *Smackdown!*'s officially the most popular game sharing its name with an Isaac Hayes lyric ever. Look, it's been a long month.

CHARTS FOR MONTH ENDING 28TH MARCH

PS2 TOP 20

Tenchu storms into the charts at... well, number three. Yep, the crime twins have seized the day yet again, returning to dominate the best-sellers. Not that many new faces are there? You watch it change after Easter. *You just watch ...*

Position	GAME NAME	Publisher	Developer
1	The Getaway	SCEE	SCEE
2	Grand Theft Auto: Vice City	Rockstar	Rockstar North
3	Tenchu: Wrath of Heaven	Activision	K2
4	The Sims	EA	EA
5	Rayman 3: Hoodlum Havoc	Ubi Soft	Ubi Soft
6	Mortal Kombat: Deadly Alliance	Midway	Midway
7	FIFA 2003	EA	EA
8	Kingdom Hearts	SCEE	Disney/Square
9	Ratchet & Clank	SCEE	Insomniac Games
10	Tiger Woods 2003	EA	EA
11	Pro Evolution Soccer 2	Konami	KCEJ
12	Lord of the Rings The Two Towers	EA	EA
13	TimeSplitters 2	Eidos	Free Radical Design
14	WWE Smackdown! Shut Your Mouth	THQ	Yuke's
15	WRC 2 Extreme	SCEE	Evolution Studios
16	Hitman 2: Silent Assassin	Eidos	Io
17	James Bond 007 in Nightfire	EA	EA
18	Medal of Honor: Frontline	EA	EA
19	Pac-Man World 2	SCEE	Namco
20	Harry Potter: Chamber of Secrets	EA	EA

JAPANESE TOP 5

1	Final Fantasy 10-2	Square	Squaresoft
2	Shin Sangoku Musou 3	Yuke's	Yuke's
3	Virtua Fighter 4: Evolution	Sony	Sega
4	Star Ocean: Till the End of Time	Enix	Enix
5	Kaido Battle	Genki	Genki

US TOP 5

1	Grand Theft Auto: Vice City	Rockstar	Rockstar North
2	Yu-Gi-Oh!	Konami	KCEJ
3	Xenosaga	Namco	Namco
4	The Getaway	SCEA	SCEE
5	Dark Cloud 2	SCEA	Level 5

PSM2'S TOP 5IVE

What's been wowing out our office PS2?

1. Chaos Legion

2. Silent Hill 3

3. Dancing Stage MegaMix

4. Def Jam Vendetta

5. Pro Evolution Soccer 2

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — **72**
An action-lead game that'll satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — **66**
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — **70**
Fast, good-looking and addictively fun to play

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — **48**
Super-game turned super-villain thanks to daft level design.

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — **51**
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — **79**
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — **48**
Non-threatening junior gaming with a shiny veneer. Dull.

DARK ANGEL
Publisher> Vivendi Universal
Version> PAL **Issue**> #34 — **45**
Repetitive, dull and frustrating.

DEAD TO RIGHTS
Publisher> Namco
Version> NTSC **Issue**> #33 — **77**
More variety attitude and innovation than *Max Payne*

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — **90**
Blindingly gorgeous and cracking to play.

DEVIL MAY CRY 2
Publisher> Capcom
Version> NTSC **Issue**> #33 — **72**
Not as cool or as polished as the first one.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — **37**
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — **75**
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — **52**
Illogical puzzles and missions – distinctly average stuff

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — **71**
Fun at times, but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — **78**
Action, gunplay and panic, despite an unoriginal story

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — **77**
Stylish and immensely frightening.

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — **70**
A half-decent attempt to do this epic tale justice

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — **22**
Remedial AI, ham-fisted controls and a terrible game.

GALERIANS: ASH
Publisher> Big Ben
Version> PAL **Issue**> #34 — **50**
Little more than a prolonged, dull runabout.

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — **78**
A fearsome achievement hampered by flawed controls.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — **80**
Good level design and the novelty of playing as three sides

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — **92**
Amoral. And the attention to detail keeps you hooked

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> NTSC **Issue**> #29 — **97**
BEST ACTION TITLE The best that videogaming can offer.

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — **65**
A good-looking game that'll satisfy Potter fans

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — **81**
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — **89**
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — **85**
Strikes new ground for creative gaming. Less is more.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — **70**
Satisfactory, if flawed – a good, solid fantasy, though

MARK OF KRI, THE
Publisher> SCEA
Version> NTSC **Issue**> #33 — **74**
A decent attempt at improving on the hack 'n' slasher.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — **82**
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — **76**
Some inventive ideas let down by basic design flaws.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — **42**
A rough shoot-em-up that does nothing new.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — **96**
Worth every bit of the hype.

METAL GEAR SOLID 2: SUBSTANCE
Publisher> Konami
Version> NTSC **Issue**> #33 — **78**
Great for those who've not played *MGS1*.

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — **60**
Clever effects, but it's all over in a few hours.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — **46**
Flawed controls and stilted gameplay. Not fun

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — **62**
Hi-tech combat lost in dull environments.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — **80**
Survival horror with the emphasis on carnage not tension.

THE TOP 5 BEST ACTION TITLES

1 GTA: VICE CITY — 97
Publisher> Rockstar Games

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it.

2 GRAND THEFT AUTO 3 — 92
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.

3 METAL GEAR SOLID 2: SUBSTANCE — 78
If you haven't got the original *MGS2*, get this. The score's a guide for those who've played the original to bits...

4 SPLINTER CELL — 91
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless

5 DEVIL MAY CRY — 90
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum – give it a go

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

POWERPUFF GIRLS, THE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #31 — 29
No challenge at all, unless you're a drooling toddler.

PRIMAL
Publisher> SCEE
Version> PAL **Issue**> #33 — 79
Afternoon-stealing fun

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving.

RAYMAN 3: HOODLUM HAVOC
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 80
Addictive, frustrating but invariably fun.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

RYGAR: THE LEGENDARY ADVENTURE
Publisher> Tecmo
Version> NTSC **Issue**> #33 — 78
A polished and enjoyable tale of Roman rivalry.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable, but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SHINOBI
Publisher> Sega
Version> NTSC **Issue**> #31 — 75
Bags of style, but too monotonous.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled

SILENT HILL 2: THE DIRECTOR'S CUT
Publisher> Konami
Version> PAL **Issue**> #33 — 89
The definitive *SH2* package

SOS: THE FINAL ESCAPE
Publisher> Agetec
Version> PAL **Issue**> #33 — 81
A well-balanced, gripping and funny action adventure

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places, but still good fun.

SPLINTER CELL
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 91
The ultimate 'boys with toys' action adventure.

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 — 62
Without the Star Wars link, you'd barely look twice

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 — 48
Great hero, very average game.

TENCHU: WRATH OF HEAVEN
Publisher> Activision
Version> PAL **Issue**> #34 — 70
Good, but lacks attention to detail

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue**> #28 — 49
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help.

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Infogrames
Version> PAL **Issue**> #31 — 78
Masterfu looks, with skies full of fire.

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 — 76
Solid, frantic and ponderous

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

DYNASTY WARRIORS 3: XTREME LEGENDS
Publisher> Koei
Version> PAL **Issue**> #34 — 69
Haphazard AI but great mass combat

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

MYSTIC HEROES
Publisher> Koei UK
Version> PAL **Issue**> #34 — 67
Like *Dynasty Warriors* without the sharp edges

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

STAR WARS: THE CLONE WARS
Publisher> Activision
Version> PAL **Issue**> #33 — 69
A shameless tie-in with a few passable moments.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
An incredibly addictive, albeit short, arcade hoot.

GAUNTLET
Publisher> **Midway**
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an vast sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
No depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for two-player scraps.

DRAGON BALL Z: BUDOKAI
Publisher> Infogrames
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans.

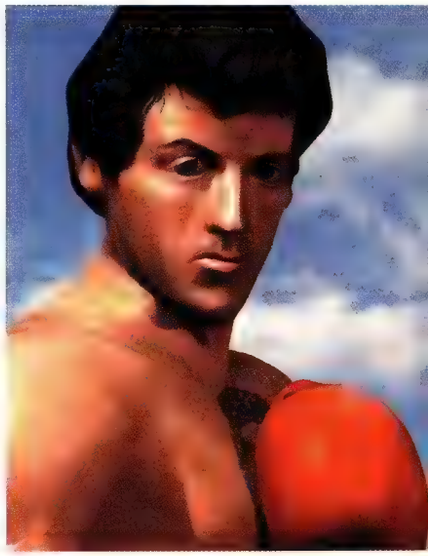
GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive.

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.



MORTAL KOMBAT: DEADLY ALLIANCE
Publisher> Midway
Version> PAL **Issue**> #33 — 85
A big surprise and a big score.

PRIDE FC
Publisher> THQ
Version> PAL **Issue**> #34 — 75
Slightly ponderous, but impressively strategic

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WAR OF THE MONSTERS
Publisher> SCEE
Version> PAL **Issue**> #34 — 69
The annoyance cancels out the fun.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 — 67
A heroic effort, let down by an uneven fighting system.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us.

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
Sherbet flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

4X4 EVOLUTION 2
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31 — 36
A jerky, coasting monstrosity of a game.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BEN HUR: BLOOD OF BRAVES
Publisher> Microids
Version> PAL **Issue**> #34 — 42
Good idea, badly executed.

BIG MUTHA TRUCKERS
Publisher> Empire
Version> PAL **Issue**> #31 — 79
Rootin' tootin' redneck haulage fun.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section

DAKAR 2
Publisher> Acclaim
Version> PAL **Issue**> #34 — 50
One for Clarkson-esque obsessives only.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> Bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

DROME RACERS
Publisher> EA
Version> PAL **Issue**> #31 — 50
The Sunny Delight of futuristic racers.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue**> #29 — 68
The most complete package yet, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans.

F1 2002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAND PRIX CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #31 — 85
A playable and beautifully realised racer.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play.

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue**> #29 — 73
Superfast road racing that's fun while it lasts.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE
Publisher> THQ
Version> PAL **Issue**> #31 — 51
A pleasant enough way of spending a couple of hours.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

KNIGHT RIDER
Publisher> Koch Media
Version> PAL **Issue**> #30 — 27
An ill-conceived and painful little game.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lacklustre experience

THE TOP 5 BEST DRIVING TITLES

GRAN TURISMO 3 — 93
Publisher> Sony

The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it.

2 BURNOUT 2: POINT OF IMPACT — 91
Beautiful, emotional racing that you *have* to play to appreciate. A classic idea superbly implemented

3 BURNOUT — 88
Offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head.

4 COLIN MCRAE RALLY 3 — 88
As well as being staggeringly realistic, *CMR3* never forgets that it's just a game – a gripping and intense marvel.

5 NEED FOR SPEED — 88
Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release

MICRO MACHINES
Publisher> Infogrames
Version> PAL **Issue**> #30 — 59
A game of its time – which was about seven years ago.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but not the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #28 — 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue**> #29 — 68
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 — 46
Fairly reasonable motorbike jaunt,' but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

SHOX
Publisher> EA
Version> PAL **Issue**> #28 — 61
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 — 74
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 — 64
Fast and fun, but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 — 82
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars

TOTAL IMMERSION RACING
Publisher> Empire Interactive
Version> PAL **Issue**> #31 — 74
A well-executed, albeit less in-depth, *GT3* substitute.

V-RALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 — 85
One for true enthusiasts and no-one else.

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue**> #30 — 38
Brainless, loud and daft.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 — 60
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUS EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — 88
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 — 78
Agent Under Fire reheated.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — 54
Moody and incompetent RPG – only for hardcore fans.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — 89
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 — 85
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 — 57
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 — 95
BEST FPS TITLE Zen-balanced gameplay.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 — 71
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 — 63
More Fökker than F14 – this flawed flier fails to take off

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 — 36
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 — 69
Possibly the best-looking cartoon robot game out there.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 — 80
Exactly like the original, only bigger and more attractive.

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launched on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 — 64
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

DR MUTO
Publisher> Midway
Version> PAL **Issue**> #33 — 59
A valid attempt, but not a patch on *R&C*.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 — 81
Excellent ideas in need of some pruning.

ISLAND EXTREME STUNTS
Publisher> SCEE
Version> PAL **Issue**> #33 — 65
Finally – a game that's both For Children and Pretty Good.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cutscenes doesn't make a decent game.

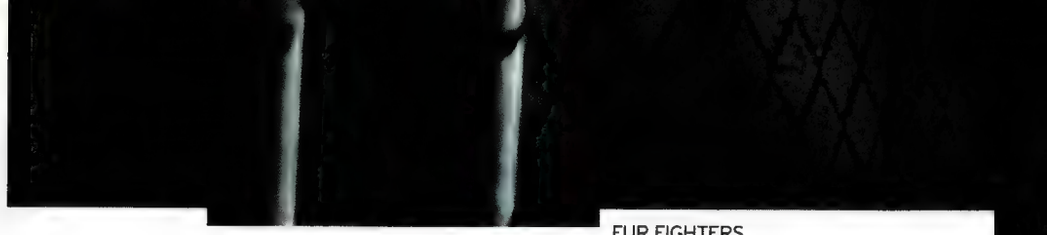
PAC-MAN WORLD 2
Publisher> SCEE
Version> PAL **Issue**> #33 — 75
Good platforming, but Pac's yesterday's man.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"



PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 — 91
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming.

SLY RACCOON
Publisher> SCEE
Version> PAL **Issue**> #31 — 80
Beautifully cel-shaded thief-em-up.

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue**> #30 — 68
A breezy, traditional platformer.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue**> #28 — 70
Great fun for a quick platforming fix.

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 — 75
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 — 50
Made with the most soulless corporate agenda in the world.

VEXX
Publisher> Acclaim Entertainment
Version> PAL **Issue**> #34 — 73
Challenging, but bogged down with petty nuances.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 — 40
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SHREK SUPER PARTY
Publisher> TDK Mediactive
Version> PAL **Issue**> #33 — 58
Fine – with lots of friends and lots of alcohol.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away.

EVERBLUE 2
Publisher> Capcom Eurosoft
Version> PAL **Issue**> #34 — 56
Strangely compelling but not exactly exciting.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 — 88
Instantly accessible and beautifully realised.

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 — 59
Attempts to put a new spin on the RPG, but falls short.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 — 73
Usurps the original, but not much inspiration or invention.

WILD ARMS 3
Publisher> Ubi Soft
Version> PAL **Issue**> #33 — 71
Surprisingly non-plodding and punchy for a role player.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

CONTRA: SHATTERED SOLDIER
Publisher> Konami Europe
Version> PAL **Issue**> #33 — 52
It's a classic... but then so was *Warlords of Atlantis*.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Activision
Version> PAL **Issue**> #30 — 68
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue**> #31 — 54
We completed this in four hours. *Four hours*.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level mission structure.

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 — 32
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 — 44
Looks as tired as it plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

THE TOP 5 BEST SHOOT-EM-UP TITLES

FUR FIGHTERS — 86
Publisher> Acclaim

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this?

2 STAR WARS: STARFIGHTER — 85
Atmospheric, exciting and full of explosions – *Starfighter*'s everything a *Star Wars* game should be. Out on Platinum.

3 STAR WARS: JEDI STARFIGHTER — 80
An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play.

4 TWISTED METAL: BLACK — 80
Fast, frenetic and a real puller. We like the way *Twisted Metal: Black*'s addictively sick carnage plays.

5 TIME CRISIS 2 — 78
A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose.

JURASSIC PARK: OPERATION GENESIS
Publisher> Vivendi
Version> PAL **Issue**> #34 — 61
Classy but short-lived.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 — 84
Fabulously well implemented and easy to grasp.

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31 — 80
A stress-free introduction to football management.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31 — 85
Genuine effort has been put into the conversion.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

ALPINE RACER 3
Publisher> SCEE
Version> PAL **Issue**> #31 — 31
An utterly pointless release.

ATV QUAD POWER RACING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 — 68
A fine effort, but similar to many older racers.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 — 58
Good core gameplay lost in a treacle of humourless smut.

CENTRE COURT: HARD HITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CENTRE COURT: HARD HITTER 2
Publisher> Midas
Version> PAL **Issue**> #33 — 62
Underwhelming and flawed.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacks any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't.

EVOLUTION SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 — 54
Another average game made marginally worse.

EVOLUTION SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 — 43
A bad idea, poorly executed.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 — 81
A refreshing alternative, and a huge improvement.

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 — 49
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

G1 JOCKEY 3
Publisher> Koei UK
Version> PAL **Issue**> #34 — 43
For horse loving number crunchers only.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 — 48
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star*.

THE TOP 5 BEST FOOTY TITLES

PRO EVOLUTION SOCCER 2 — 94
Publisher> Konami

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

2 FIFA 2003 — 81
Cast aside your preconceptions – *FIFA 2003* is *finally* a contender, and makes for a refreshing alternative

3 RED CARD — 80
Hovers on greatness, but can't last the full 90 minutes. Nice if you haven't got the attention span for proper footy

4 ISS 3 — 78
The 'arcade' version of *Pro Evo* delivers a competent game of knockabout football – *FIFA* ultimately wins out though..

5 THIS IS FOOTBALL 2003 — 74
Plays a solid, dependable workman-like game of footy, with a vast amount of competitions and leagues

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

ISS3
Publisher> Konami
Version> PAL **Issue**> #34 — 78
A great little game of football.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 — 75
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LEGENDS OF WRESTLING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 — 68
One for hardcore wrestling fans only.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28 — 88
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

MR GOLF
Publisher> Midas Games
Version> PAL **Issue**> #34 — 56
Stranded between adult depth and childish glee.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue**> #31 — 82
Not perfect, but going in the right direction.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

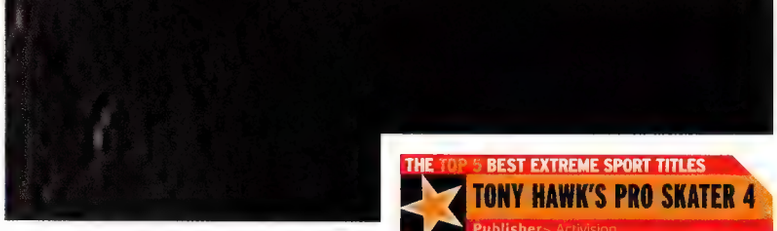
NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 — 69
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 — 80
A solid-hitting hockey game.

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"



POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
Faultless footy. Crap commentary.

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 — 94
LIKE FOOTY? GET THIS Konami retain the footy crown.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim.

SEGA BASS FISHING DUEL
Publisher> Acclaim
Version> PAL **Issue**> #33 — 55
Shallow, dull and humourless.

SEGA SOCCER SLAM
Publisher> Infogrames
Version> PAL **Issue**> #30 — 36
A lazy attempt at 'fun' footy.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SIMPSONS SKATEBOARDING, THE
Publisher> EA
Version> PAL **Issue**> #33 — 09
Worst. Game. Everrr. Nearly.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 — 64
Gameplay imbalance turns this into a B-ball also-ran.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker.

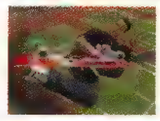
SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing

THE TOP 5 BEST EXTREME SPORT TITLES

1 TONY HAWK'S PRO SKATER 4 — 94
Publisher> Activision



Despite not having the impact of *Pro Skater 3* when it arrived, we suggest you get this updated version first...

2 TONY HAWK'S PRO SKATER 3 — 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in

3 SSX TRICKY — 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection

4 AGGRESSIVE INLINE — 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

5 AIRBLADE — 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 — 74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue**> #30 — 80
EA and Tiger bring home another winner.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
A brilliantly-realised challenge.

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue**> #30 — 94
LIKE SKATING? GET THIS Free-roaming, tough and addictive.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue**> #30 — 88
The most complete tennis game around.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
One-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 — 59
Tidy looks, but frustrating control system

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans.

UTILITY

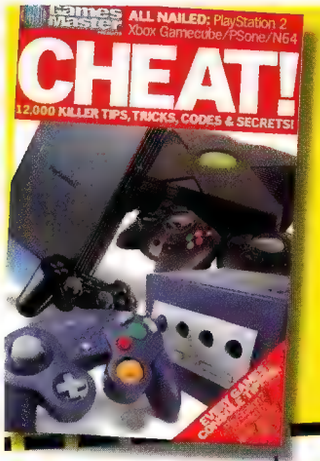
EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...



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GIANT THRILLERS

DVD ACTION

We've got brand new footage of Xenosaga in Import Round-up on this months DVD. Check back in the same place next month for FF10-2. It's massive...

As far as RPGs go, Japan is still the wellspring of all that's weighty, bold and beautiful. An indisputable fact supported by the arrival in the office of two of the biggest hitters we've seen since *FF10*. *Xenosaga* and *Final Fantasy 10-2*, right here, right now, fighting tooth and nail for our – and your – affections...

Can you believe it? No confirmation that either *Xenosaga* or *Final Fantasy 10-2* will be coming to the UK as yet. Off the record we've had conversations with the folk behind the scenes and we're certain that you *will* see both of these titles over here by the end of the year.

But, for now, we're just going to have to be content with trying to divide our time with the import versions as they struggle nightly for our hearts. Both are huge, both have detailed and inventive combat systems, both caught in the process of drip feeding us their sprawling, compelling backstories... Which will win us over, though? We've said time and time again that life's really too short to bother with most games that score beneath 70% here in PSM2. But, when faced with two behemoths like this, there's really only one course of action... Dig out a pit, chain both titles together and let them battle it out until the hit points stream off their heads like international area codes. ▸

OUT JAPAN NOW OUT UK TBC

FINAL FANTASY 10-2

Girl-on-girl-on-girl action, as Square pick up the pace of their RPG.

INFO
- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Square Enix
- **PUBLISHER** TBC
- **GAME TYPE** RPG
- **PRICE** See importer
- **EXTRAS** 1 Player, Memory Card, DualShock 2

DETAILS
- Three playable characters. Yuna and Rikku from *FF10* as well as new black-clad pouter, Paine.
- All new Dress-up mode that allows your characters to switch between 80 different skill sets depending on what they're wearing.
- Mission-based structure where you're in charge of an airship from the off.

Girls and their guns, eh? One minute they're swapping fashion tips and doing a stint of pop karaoke, the next they're knee deep in monster vomit while blowing chunks out of enemies with their engraved pistols. Perhaps not such a far cry from your average LA shopping mall, but a big departure for the *Final Fantasy* series. See, this time it's all mission-based, it's all realtime combat (kind of) and it's all girl.

The motivation behind all this renewed rambling about the land of Spira? A search for more of those Jecht spheres that acted as a filmic sub-quest in *FF10*. It seems that Yuna caught a brief glimpse of Tidus in one of them and she's willing to do anything to get back inside his badly tailored shorts. For 'anything' read skimming about the land in an all-new airship called The Celcius, and getting involved in various missions whenever she beams down to the surface. Rest assured, there is a grander plot arc on the go as well but, for the most part, you'll find yourself racing against the clock through the monster infested levels of the original title.

What makes this more than just an add-on, though, is the presentation. An acid jazz soundtrack, a slick new interface, and a definite tongue-in-cheek approach that makes *FF10* seem overbearing and po-faced by comparison.

A couple of issues ago we came up with the Charlie's Angels analogy and it's one that's stuck. Three scantily clad girls, kicking out across a series of missions. Obvious like a sick stain on velvet, but apt nonetheless. Anyway, come on, enough talk. Let's peel off the cellophane wrapper of the import copy and see what's on offer...

"A TONGUE-IN-CHEEK APPROACH MAKES FF10 SEEM PO-FACED BY COMPARISON"

Why we're loving it...
It's *Final Fantasy* with the drudgery swapped for plenty of laughs.

Why we're hating it...
In a word? Random-frickin'-battles. When will they finally die?

OUT JAPAN NOW OUT UK TBC

XENOSAGA: EPISODE 1

Lost in space? You will be once these epic cutscenes kick in.

GIRL GROWER: Shion mopes and moralises after Kos-Mos causes her own friendly fire incident in this scene.

ROLLER GHOSTER: The threat of Gnosis is the fact that they need to be hit by a special ray before they manifest.

Big, bloody big, spaceship hauling an ancient, but powerful, relic back to the home system before the dreaded Gnosis turn up to steal it. Robots called AGWSs that the player can upgrade in an *Armored Core* style. A press button combo system centred around action points and life chomping playtime in the region of around 80 hours... There's no doubting this is an epic in every sense, stretching the frame of even the widest widescreen TV and creating spaces inside your head that no previous third-person effort has ever managed to match.

At the start of the game you play Shoin Uzuki, the lead engineer of the Kos-Mos project out to create a super weapon that can stand against the alien menace that's threatening the remnants of human society. Picture Battlestar Galactica but with better special effects, married to Transformers The Movie with enough ponderous, impenetrable anime moments to always make you feel you've never quite got a handle on the plot. And, while that may sum things up in an easy to swallow package, it's also just the tip of a Titanic sinking iceberg with this one.

A fully interactive email system, dynamic and destructible scenery, six central characters to nurse from awkward fumbling novices, to planet eating, one-man super weapons – NO, brain hurting, too much to take in, overload imminent, reboot, reboot, reboot... Ah, that's better, just lots and lots of Namco polished screens floating before our overworked eyes making us forget about all the tedious cutscenes that littered the opening hours alongside some really quite atrocious load times. But it's details you want, and it's details we'll be giving you aplenty...

Why we're loving it...
It's the only RPG out there with some true sci-fi sensibilities at its core.

Why we're hating it...
It has to be one of the slowest, cutscene laden titles we've ever played. And it goes on, and on, and on, and on...

"PICTURE BATTLESTAR GALACTICA BUT WITH BETTER SPECIAL EFFECTS"

INFO
- **CODE TESTED** NTSC (US)
- **DEVELOPER** Namco
- **PUBLISHER** TBC
- **GAME TYPE** RPG
- **PRICE** See importer
- **EXTRAS** 1 Player, Memory Card, DualShock 2

DETAILS
- Over six playable characters with Shion, Kos-Mos, Ziggy, Momo, Chaos and Jr taking up your attention.
- AGWS (Anti Gnosis Weapons System) – huge mecha you can use as controllable units.
- Button sensitive attack combos that you can beat out bemani style.
- Documents passed on via the Unus Mundus Network – an interactive in-game email system.

YUNA: She's doesn't have access to those rather useful Aeon summons this time, but all is not lost. Select her pistols and you can tap off rounds using ◻.

CHARACTERS

Well, Yuna was always cute in a cloyingly sweet kind of way – let's face it, Lulu was always the favourite in the cutscenes – but, regrettably her makeover for *FF10-2* is little more than cosmetic. Beneath the daring hotpants and chilly wafer thin blouse, she's still pretty much the innocent abroad of the trio. Conversely, new girl Paine is a petulant punk with bad attitude – think of a teen version of Sigourney Weaver in Alien and you'll be on the right track. Then there's Rikku. Her head may have become infested with Girls Aloud-esque hair extensions, but she's also developed into a real comedienne along the way. Gone is her "I'M DEAD SHOUTY ME" delivery and instead she's become a flirty foil to both her fellow party members and the numerous male admirers that the girl gang attracts.

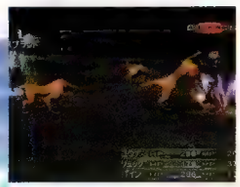
VERDICT: ★★★★★

RIKKU: Her thief skills are there, alongside some rather potent magical abilities.

PAINE: Her specials take ages to charge but are as powerful as Auron's from *FF10*.

COMBAT

THREAD LOCKS: Press ◻ to trigger the Dress-up mode, and you can switch between any of the roles on your active card.



There's no getting away from the fact that the random battles are still an annoying reality with this one. Good news is, Square have layered what is possibly one of their slickest combat systems over the top of them. To start with everything is a lot more realtime, with the speed of your character's attacks dependant on their, and your, reaction time. Go for a basic attack and you can cram a lot more of them in as the time needed to recover is very slight. Opt for a bigger, special assault, and your chosen lady will go into a charge-up mode in preparation for the strike. If she's hit during this period, her speed to the completion of the move is lessened – we got around this by always having both the other characters keeping up a barrage of attacks in support. Also on the slay agenda, are some welcome bemani button bursts. Bring Yuna's pistols into play and you'll find yourself frantically bashing ◻ to get as many rounds off within an allotted time.

But, saving the best till last, it's the Dress-up mode that really makes this title shine. Now, instead of the Overdrives of *FF10*, your character can switch between different roles whenever they goddamn please. Knight, thief, magic user... It's up to you to tailor your party to meet each challenge they face.

VERDICT: ★★★★★

TURN BASTED: Everything seems a lot more realtime with the special 'Wait mode' only appearing if you opt to Dress-up.

BRIAN INCANT: Magic attacks take time to charge, leaving you vulnerable.

CHUCK AND COVER: For this, we've got to wear our projectile shorts.

LEVEL UP

SHION UZUKI: The first character you get to play - sadly.

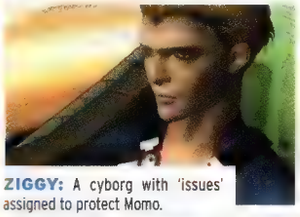
KOS-MOS: Female battle android who combats the alien Gnosis.

CHARACTERS

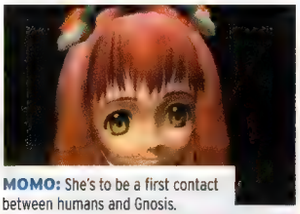
As with many RPGs, the playable characters appear gradually as the action unfolds. But the real killer with *Xenosaga* is that the personality you're stuck with during the opening hours of play is the frankly dire Shion Uzuki. As far as heroines goes she's a ditzy anime cliché from her crass metallic bow tie down to her Bananarama ankle boots – and we're supposed to believe that she's the head of the engineering project that's produced this amazing robotic super weapon? Give us a break.

Thankfully, her cybernetic creation more than makes up for her failings. Kos-Mos is foxy, has the morality of a brick and arrives with arms that can mutate into chain guns. Plus, the more personalities that turn up, the more diluted Shion's whinings become.

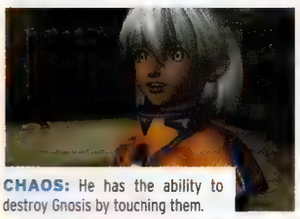
VERDICT: ★★★★★



ZIGGY: A cyborg with 'issues' assigned to protect Momo.



MOMO: She's to be a first contact between humans and Gnosis.



CHAOS: He has the ability to destroy Gnosis by toucning them.

JR: He may look like a kid, but he's the director of the Kukai Foundation.

LEVEL UP

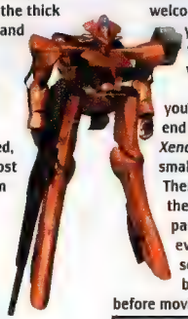
SHOCK STRAP: Save up action points and you can perform a three hit combo with a devastating climax.

COMBAT

There are five different options as soon as the screen swirls into infinity and you realise that you're suddenly in the thick of it. Opt for a straight attack and you can either spend action points on ranged or hand-to-hand assaults *or* you can save them up for one of those devastating tech attacks.

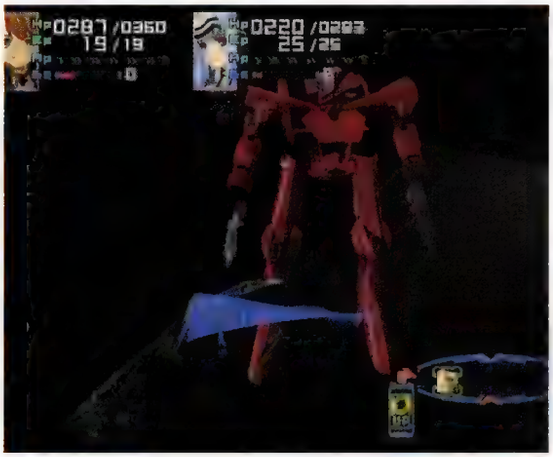
If you find yourself injured, or you want to temporarily boost your stats, you can use an item or access the Ether system which acts much in the same ways as magic would in any other RPG.

Finally, there's the option to climb into your AGWS. Do this and a towering vicious mech will spontaneously appear on the battlefield giving both your offensive and defensive capabilities a welcome boost – especially when you get involved with the various upgrades to the 'bot's weapons' systems.

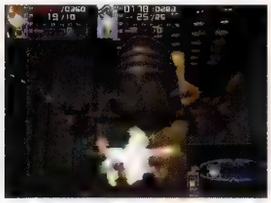


Just the kind of detail that you've come to expect from a top-end RPG, but the real hook to *Xenosaga*'s combat comes in a small but highly effective feature. There are no random battles – cue the ticker tape parade and 21 party popper salute. You can even use the scenery to dodge a scrap or target it with your blaster to debilitate an enemy before moving in for the kill.

VERDICT: ★★★★★



MECH OF A TIME: Another trade of those action points results in your character's AGWS being called into action, which is never a chore. Bring it on!



GNO YOUR ROLE: All enemies, with this one exception, can be dodged.

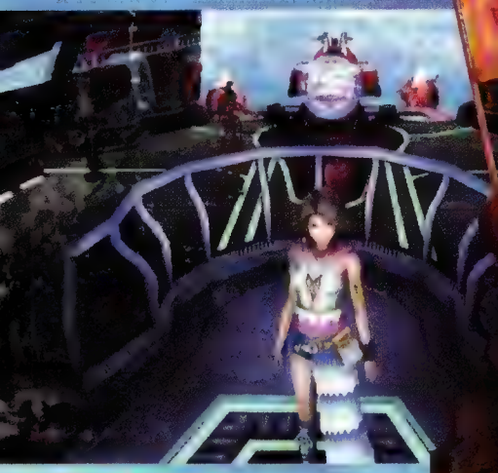
CANNONBALL FUN: You're at a disadvantage until Kos-Mos turns up.

GIANT THRILLERS

"VERY ATTRACTIVE CORRIDORS"

[illegible]: This mission sees your team protecting this bloke for attack by wandering thieves.

[illegible]: The locations are still recognisable behind all the redesigns.



PLAYING A QUIVER: If you want to go anywhere in the Celcius, you need to talk to the pilot (far left) first.

FLY ANOTHER DAY: The Celcius is an Al B'hed airship that Yuna and all her little pals can beam up to from certain save points in the game for a bit of light relief.

EXPLORATION

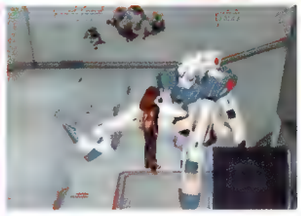
A new ship that provides the freedom to flit where you fancy from the off but, ultimately, the same world we saw in *FF10*. There are some new locations and everything has a more technical feel, due to the return of the Al B'hed's machina. And yet you still get that sensation of always being steered down some very attractive corridors rather than having real space to stretch out and wander about on your own. One nice feature, though, is the inclusion of lots of ground transport which allows you to get on with the mission as quickly as possible.

VERDICT: ★★★★★

PADDLE DREAMER: Distances are regularly cut on the ground by hopping aboard any form of transport you encounter.

EPISODE WON: The mission structure throws up some real gems, like dressing as a Moogle and delivering balloons.

LEVEL UP



BLAMER QUEEN: After Shion picks up the blaster, new areas open up filled with items.

PICK IT LINE: There are locked red doors throughout. You have to find that decoder...

OUT OF ARMS WAY: Kos-Mos can warp her arm into cool weapons.

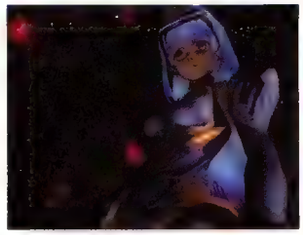
SAD LIEUTENANT: Here's the nasty bastard Kos-Mos wastes early on.

HEAL YEAH: Ether abilities can be used in combat as well as weapons.

EXPLORATION

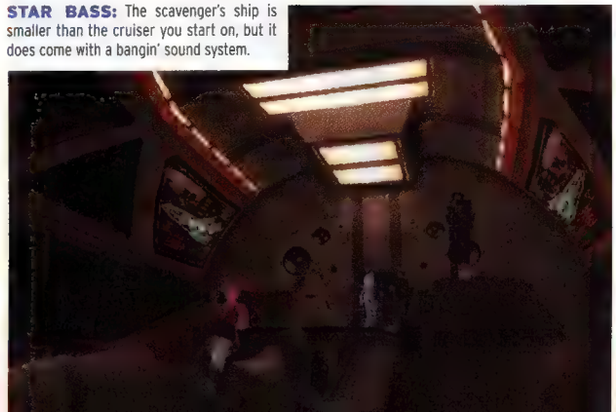
You're in space for Mork's sake. How much bigger do you want it? Sprawling dead-noughts, massive city environments, alien civilisations... Enough in itself, and then you get involved with destructible scenery opening up new areas alongside a massive list of secret doors and hidden decoders. It's big. In fact it's over 80 hours big, and we've only played five of them and changed location twice. So, as far as scampering about unearthing stuff's concerned, it's an eye-stretching beauty.

VERDICT: ★★★★★



KOS-MOS: Female android developed to combat the alien menace of Gnosis.

STAR BASS: The scavenger's ship is smaller than the cruiser you start on, but it does come with a bangin' sound system.



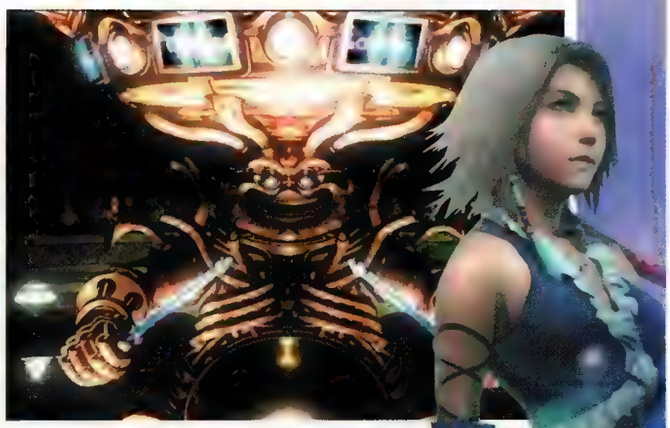
CUTSCENES

Snappy dialogue and targeted use of the in-game engine keeps everything cracking on at a 'blink and you'll miss it' pace. Which means, when the stunningly beautiful CG rewards do turn up, you really do feel as though all those random battles were worthwhile. The opening sequence alone is worthy of an Oscar for animation, while the detail in the character models continues to make you care about the leads and their intertwined backstories. In fact, the only thing that musses an otherwise pristine finish, is the load times between scenes. They're not as bad as those in the previous game, but they still make their presence felt.

VERDICT: ★★★★★

MULTI STORY: As with *FF10*, the quality of the in-game engine is such that a lot of the revelations are conveyed without CG.

MISSION YOU ALREADY: Each task - like escorting this bloke's wagon, for instance - is a mini plot within the greater arc that covers the game.



FLICK LIFE: The CG sequences are absolutely stunning, and turn up as timely rewards for all your hard work.

LEVEL UP

CUTSCENES

In the end, they're the real downfall of *Xenosaga* if you're looking for a quick RPG fix. The story's reasonably compelling, as long as you can deal with Shion prattling on, but it takes so long to warm up you'll have to really be into the plot to stick with it. So many cutscenes, at the beginning at least, and so few of them outside the in-game engine. It's not that we want some kind of reward every time we complete a sub-section, it's just that there's only so much exposition you can take before your brain starts shouting "la-la-la not listening" every time a new character appears.

VERDICT: ★★★★★

MONU-MENTAL: Another big lump of weirdness within *Xenosaga* revolves around this ancient artifact that regularly swallows people. It also causes Shion to see apparitions of a weird little girl.

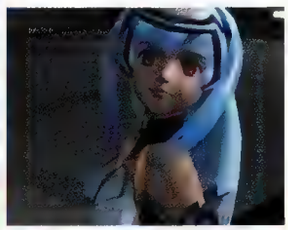
CHATTER POX: Never a truer word was said. There's a *lot* of unnecessary blab.

ROCK 'BOT 'EM: Shion's relationship with Kos-Mos causes a lot of hand-wringing.

INVESTMENT RANKING

Time. It's an all important consideration. You could multiply at least 50 lightgun games and, in play hours, you wouldn't even scratch the surface of these two. So, which to go for?

If you've played, and enjoyed *FF10*, then you'll definitely be wanting to buy that return ticket to Spira. Of the two titles, it's easily the most polished and probably the most accessible – even for those who have traditionally avoided RPGs like the plague. *Xenosaga* will have



its adherents no doubt – as we said, it's the only pure sci-fi adventure out there – but even the ability to pilot lumbering mechs into battle can't make up for the amount of barriers it initially puts up. The menu system is overly detailed and complex, the characterisation more clichéd than accurate, and the backstory is emphasised

way too heavily via some really laboured cutscenes. However, that said, if you can stick with it, you'll find one of those rare game experiences that'll send you misty-eyed for years to come.

The verdict of verdicts then? Go for *FF10-2* – unless you're someone who gets twitchy if they miss any film with spaceships, Patrick Stewart, and the word 'star' somewhere in the title. **PSM2**

PLAYSTATION.2 MAGAZINE
PSM2

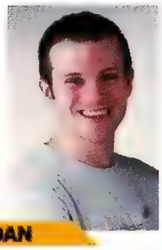
PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

IT'S NOT SIMPLY A CASE OF 'IF' – IT'S MORE LIKE 'IF THEY SHOULD HAVE IN THE FIRST PLACE...'



DAN

Lesley Ash? No. Jordan? Hmmm. Lego? Yes. Oh, er, we're talking about plastic surgery, of course. When laydeez splash a squillion quid on a quick butty hoover and two prize begonias, are they defiling nature or simply maximising their potential? After all, nobody's stopping *you* from doing it, right? Well, you've only got to look at poor ol' Michael Jackson to see the flipside. For all his good intentions, things went pretty bendy in the long term. It's the same with tips – no pun intended – just because they're readily available, it doesn't make them *right*.

Sure, if you're a partially-sighted, trifle handed berk, we might advocate the use of *SSX Tricky*'s Unlock Everything code, but if you're simply a feckless charlatan who'll do anything to get one over on his mates, then we'd rather sprinkle you with sodium and hide your DualShock 2 in the shower. Harsh, maybe, but you get the point. Great games don't deserve to be spoiled by laziness. The satisfaction *is* the struggle, and you'll only hate yourself for cutting corners.

So next time you're tempted by that tantalising Infinite Objects cheat in *The Sims*, take a long deep breath, mentally flagellate yourself on the slopes of Mount Perseverance and try again. Us? We'll be flying the Apache Chopper around *Vice City*. Which – naturally – we earnt by completing the game 100% after several hundred hours of life-eroding play. Honest.

NEED HELP?

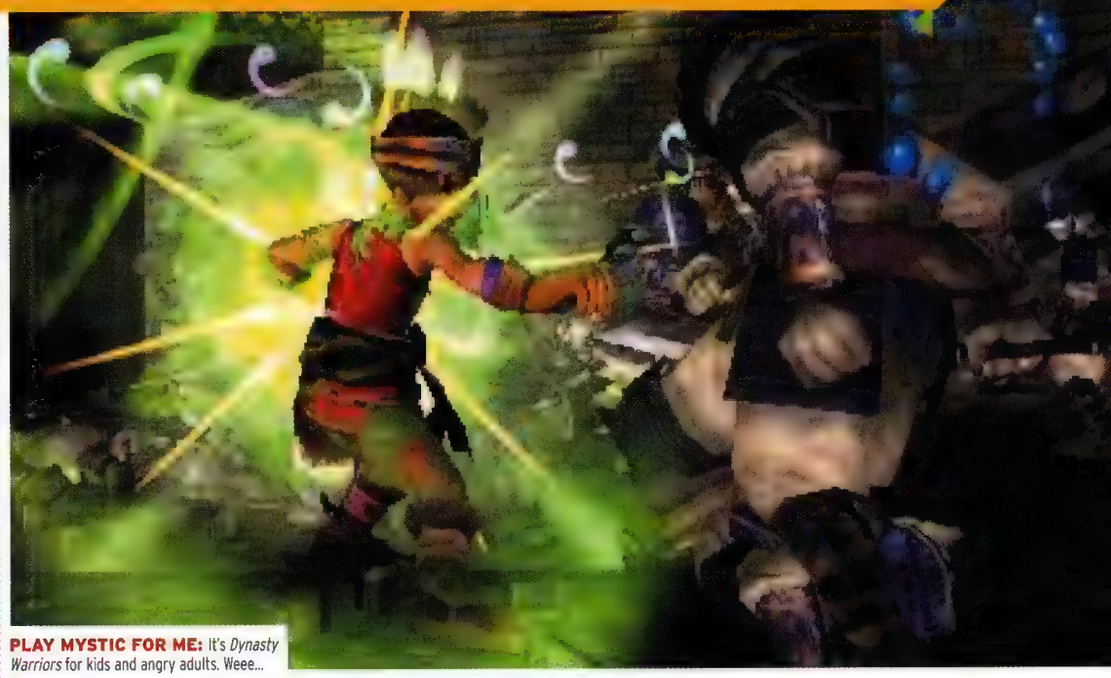
Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY ARE V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



PLAY MYSTIC FOR ME: It's *Dynasty Warriors* for kids and angry adults. Weee...

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Tippier than a landfill site full of instruction manuals... it's... oh dear, this gets harder every month.

MYSTIC HEROES

A kid-friendly beat-em-up from those kindly chaps at Koei. Eh? Who was that? Aww... *Koei*. Yes, well done.

Unlock Characters

Complete the following objectives:

Captain Dax: Beat Survival mode on Beginner.

Raja: Beat Survival mode on Intermediate.

Mariah: Beat Survival mode on Advanced.

Unlock Runes

Complete the following challenges:

M1: Complete Story mode on Easy.
M2: Complete Versus mode with four characters (Human).
M3: Complete Story mode on Normal.
M4: Complete ten Co-op Multiplayer matches.
M5: Complete 20 Non-Vs. Competitive matches.
M6: Complete 20 Co-op Multiplayer matches.
M7: Complete 50 Vs. mode matches.
M8: Complete Story mode on Hard.
M9: Complete the game with all characters (any difficulty).
S1: Complete the first four levels in Survival mode.
S2: Complete the first eight levels in Survival mode.
S3: Complete the first 12 levels in Survival mode.
S4: Complete the first four levels in Expert Survival mode.
S5: Complete the first eight levels in Expert Survival mode.
S6: Complete the first 12 levels in Expert Survival mode.

TIP OF THE MORNIN'

TENCHU: WRATH OF HEAVEN

Wrath of Haven? Eh? That shifty looking gonk with the goaty beard? Sorry pal, wouldn't trust him with a bread knife. As for the ending of the game... pah, grrr... well, if we get our hands on those fellas from Traveller's Tales, we'll stuff a greased pineapple right up... Oh, *Heaven*, eh? Tchht. Simple mistake. To unlock all the items in Activision's engaging – if stupidly infuriating – tip-toe-em-up press ↑, ◎ (x2), ←, ◎ (x2), ↓, ◎ (x2), →, ◎ (x2) at the item selection screen while holding L1 and L2. Next month: PSM2's problems with vowels leads to big trouble with Bam! Entertainment.

VEXX

Are you a trifle vexxed trying to complete this one? Best aprobate an alternative elucidation, then. Crikey, is there anything that this Roget's Thesaurus *can't* do?

All codes to be entered in the cheat codes menu:

Invincibility:
XXEVREWOP

Level Select:
XXEVPRAW

Super Jumps:
XXEVNOOM

TENCHU: WRATH OF HEAVEN

If Ninja's are so bleedin' stealthy, right, why can't Riki look up and down in *Wrath of Heaven*? Answer us that, Activision, eh?

Restore Health:
Pause game and press:
↑, ↓, →, ←, ◎, ◎, ◎,

Unlock all Characters:
At the Title Screen press:
L1, R2, L2, R1, →, ←, L3, R3.

Unlock All Layouts
At the Mission Selection Screen press:
R3, L3, R2, L2, R1, L1.

Unlock All Missions
At the Mission Selection Screen press:
L1, R1, L2, R2, →, ◎, L3, R3.

Unlock Bonus Stage
At the Title Screen press:
L1, ↑, R1, ↓, L2, →, R2, ←.

Alternatively, beat the game with all three characters.

Unlock Demo Level
At the Start Screen press:
↑, ↓, →, ←, ⊗, ⊗, ⊗.

MARK OF KRI

"Rau, Rau, Rau your boat, gently down and scream..." Not bad, eh? Honestly, we've done a witty chorus 'n' all. We're that creative.

All cheats to be entered at the title screen:

Health pick-ups worth 100%
⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ○, ○, ○, ○.

Invincible Rau
◎, ○, ⊗, ◎, ○, ◎, ⊗, ○, ⊗, ◎, ○, ⊗.

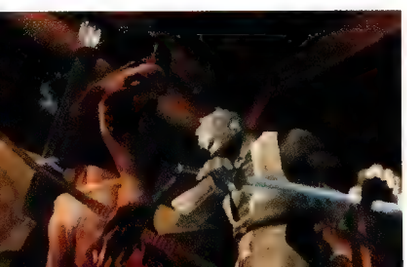
Stronger Opponents
⊗, ○, ◎, ◎, ⊗, ◎, ○, ○, ⊗, ○, ○, ⊗.

Unlimited Arrows
⊗, ○, ◎, ◎, ⊗, ◎, ○ (x2), ⊗, ◎, ◎, ⊗.

Weak Opponents
⊗, ○, ○, ◎, ⊗, ◎, ◎, ○.

THE BAYEUX TIPESTRY #1

While long considered a sackcloth chronicle of Anglo Saxon skirmish, PSM2's science division – staffed by the survivors of Operation: Infinite Bryant Puns – can reveal the unspeakable truth – Bayeux's 230 foot long wind breaker is a medieval forecast of videogame history. Arrow in the eye? Sorry mate, that was his *neck*. Nobunaga in *Onimusha*, see? William's cross channel journey to Pevensey? Minigame in *Rayman 3*. It's, er, all in the stitch. Anyway, this month we decode the hidden meaning of King Edward's construction of Westminster Abbey – a secret desire to appease the villagers of *Dark Cloud*. "If you can keep every village member 100% happy by finding their secret items," confesses Edward to our hastily acquired medium, "the Ayatar will reward you with special attacks like a spinning swipe". Ah, of course.



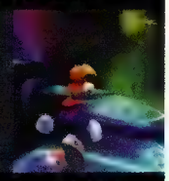
NEXT MONTH How Edward's agonised dying breaths were a veiled cheat code for *SSX Tricky*.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

Rayman 3: Hoodlum Havoc (M)
0E3C7DF2
1853E59E
EE8D96E2
BCBA0372



Infinite Health
F182D0A2
BCA99B4B

Play a level to unlock bonuses

Max Score/Unlock Bonuses
D180DFBA
BCB8DDC2

Always 5 Chaps Rescued
0182D7EE
BCA99B83
F182D7EE
BCA99B88

Wide Angle Mode
DEAAC51E
FA499B83
DEAAC52A
FA499B83

Bonus Games Always 40-0: Racket Jump
01758866
BCA99B83
D1758866
BCA99B86
D1758862
BCA99B83

Always 99 Hits: Crush
F15EFF66
BCA99BE6

No Reload: Razoff Circus
F1794ABE
BCA99B89

Infinite Health: Sentinel
C1504E36
BCA99BFB

Infinite Retries: Commando
F10BB350
BCA99B86

Mortal Kombat Deadly Alliance (M)
0E3C7DF2
1853E59E
EE8DA46A
BCBAF5FA

Infinite Round Time
CEBB9E9A
BCA99BBF

Player 1:-
Infinite Health
DEBB9E92
FB299B83

1 Round Win
DEBB9E8A
BCA99B84

Super Fast Easy Wins
DEBB9E96
BCA99B85

Player 2:-
Infinite Health
DEBB9E96
FB299B83

Super Fast Easy Wins
DEBB9E92
BCA99B85

Koins:-
Saphire
DE472B16
BCA9C292

Onyx
DE472B0A
BCA9C292

Jade
DE472B12
BCA9C292

Ruby
DE472B1E
BCA9C292

Gold
DE472B1A
BCA9C292

Platinum
DE472B0E
BCA9C292

PRO TIPS

"TEST AN EXPERT"

TEST... TOMMY VERCETTI

Help *Vice City*'s trackie togged tyrant to what he deserves... a bleedin' great military helicopter. There's only a 100 hidden packages standing in your way...

Hey, mook, whadya doing? Doncha know you can find the Hunter 'copter by simply completing the final mission. Er, *comprendez*? Oh God, that's not even Italian, is it?

SPECIAL PACKAGES

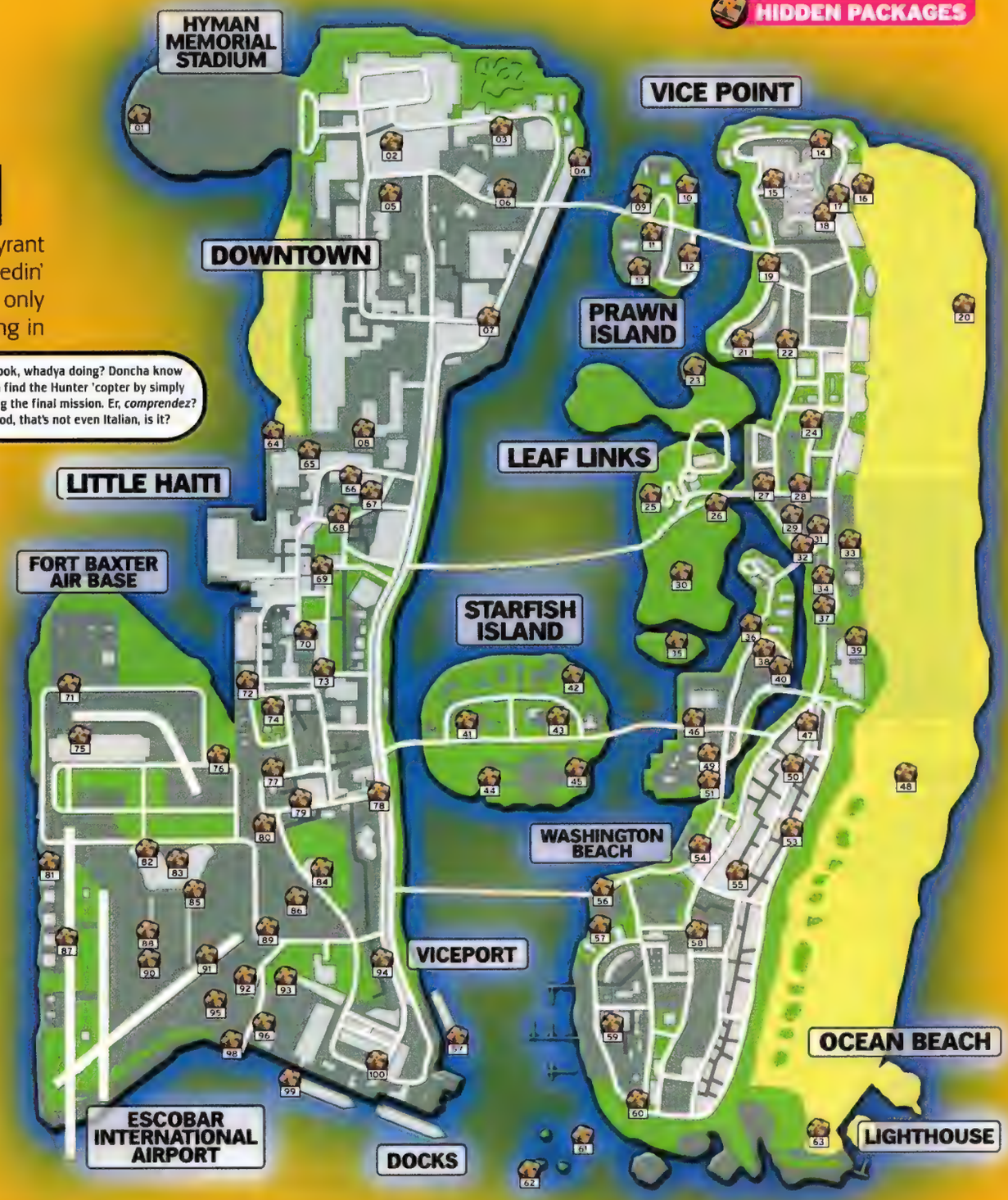
Dear PSM2

I'm writing about the *GTA: Vice City* special packages. Where are they? I need help (along with loads of other readers, no doubt) to find them. In the next issue could you put a map of Vice City and pinpoint where they are? I AM GOING MENTAL! I'm only halfway through and it's rock solid and it's gonna get even harder. God knows where they are!

Adam Coatsworth, Sunderland.

Hey, c'mere Coatsworth, I like your style. Hey Lance! Check out the BALLS on this kid! Melts my big ol' heart. So here's the maps. The whole shebang. Just for you, kiddo. Now get outta here before I change my mind... *capiche*?...

Has he gone yet? <*groan*> I really need to speak to my agent...



HIDDEN PACKAGES

01 West of Stadium in a car park.
02 Behind Mars Cafe.
03 In sculpture by V.A.J Finance.
04 Last building you jump from in the 'G-Spotlight' mission.
05 Lower Ambulance Garage at Schuman Health Care Center.
06 By helipad on top of the five-storey building south of the V.A.J building.
07 Middle desk in the office where you begin the 'G-Spotlight' mission.
08 Next to the 'Hi-Press' ramp behind the Moist Palms Hotel.
09 West steps of green house.
10 First floor room with broken wall where Thug went in 'The Chase' mission. (You need to drop into it from above).
11 In the toilet inside Studio C.
12 East Prawn Isle in a dead end.
13 On roof of blue building by Film Studio D.
14 Outside the North Point Mall.
15 Ground level of multi-storey by the North Point Mall.
16 Behind the flats to the east of the North Point Mall.
17 Upstairs in North Point Mall outside 'Sale shop'
18 Upstairs by 'Gash' shop in North Point Mall.
19 Bridge to Prawn Island.
20 Next to the RC Bandit track by the Jocksport sign.
21 By the wall of the hairpin turn.
22 Top board of the Hotel's pool.
23 Farthest tee at the Range.
24 East of the north Pay 'n' Spray in a back yard by a fence.
25 Bunker, on west side of Links.
26 Under Vice Point bridge.
27 Behind Mercedes' house.
28 Second roof where you chase the thug in 'The Chase'.
29 By Jewellery Shop counter.
30 On the small island in the middle of a water hazard.
31 Under apartment block stairs by Pizza Restaurant.
32 In the Pizza Restaurant.
33 Back of the WK Chariot Hotel.
34 Roof of building where Candy and Congressman canoodle.
35 On the southern bridge connecting the golf islands.
36 Water's edge facing Golf Isle.
37 Behind The Malibu gates.
38 At end of strut protruding from unfinished building.
39 By the pool on top of the building by The Malibu.
40 Behind SpandEx Delivery.
41 On the pool balcony at the Rockstar pool house.
42 At the front of the northeast house with the purple roof.
43 Jacuzzi of brown house with the broken basketball net.
44 Alley between Diaz's west pool and his neighbour's property.
45 Near east pool of Diaz's house.
46 Under bridge to Starfish Isle.
47 In one of the VCPD offices.
48 Beach's lifeguard station.
49 Showers in the hotel grounds.
50 Top of blue and white house.
51 Front of peach house by pond.
52 Water's edge next to bridge.
53 Roof of the building joined to the DBP Security building.
54 Back door of your house near Rosenberg's building.
55 By pink apartment's pool.
56 Path below Southern Bridge.
57 Behind west Ocean View Medical R&D building on ledge by the water.
58 Roof of building across road from the Washington Mall.
59 Marina underground car park.
60 Steps of southernmost house.
61 Rocks by huts in the water.
62 Water by jetty's wooden hut.
63 Steps leading up lighthouse.
64 Behind Phil's place.
65 Inside Phil's shed.
66 Down stairs behind house two doors north of Kaufman Cabs.
67 Inside the roof of North Haiti's corner building.
68 Outside the nearest building on Kaufman Cabs' eastside.
69 By skeleton grave behind Funeraria Romero.
70 Between generators on the roof of building connected to the north of the Print Works.
71 By Air Reserve Fort Baxter's Air Base sign at gates.
72 Inside Laundromat building.
73 Corner of Print Works under the 'Life's a Bitch' billboard.
74 Outside the Daiquiri House.
75 Under plane at NE Airport.
76 Behind the billboards on the way to the Airport.
77 Across road from Umberto's Restaurant behind a wall.
78 In the corner doughnut shop.
79 On Kaufman Cabs billboard.
80 Top of house with red awning.
81 Behind Airport Fire Station.
82 Terminal behind phone wall.
83 On the roof of the Airport.
84 Upstairs in the Car Showroom.
85 Top level of Gate B-1.
86 Behind a pipe in between the four jet fuel tanks.
87 Below ROCKSTAR jet.
88 On top of the southwestern-most jet outside the terminal.
89 Between two trailers at the main Airport car park.
90 Under southwestern-most jet outside the terminal.
91 Top of the east loading bridge.
92 Roof of the McAdam hangar.
93 By the building and fence north of 8-ball's garage.
94 In a carpark by the green and white flats near the Shipyard.
95 On the southern helipad.
96 Office in Seaplanes hangar.
97 East of northeast Cargo ship.
98 Roof of Airport's SE building.
99 On the southwest Cargo ship.
100 Below the Vice City Port Authority Main Building sign.

CHEAT!

THE KILLER NEW TIPS LINE EXCLUSIVELY FOR PS2!

TENCHU: WRATH OF HEAVEN NEW!
Unlock all the items, open the hidden level and get all characters

THE GETAWAY
Get the armoured car and double health

GRAND THEFT AUTO: VICE CITY UPDATED!
Unlock all weapons, infinite health and full body armour

THE SIMS
Unlock all two-player games and objects

KINGDOM HEARTS NEW!
View the hidden trailer and open up expert mode

2002 FIFA WORLD CUP
ATV OFFROAD FURY 2 NEW!
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY
DR MUTO NEW!
FIFA 2003
GRAND THEFT AUTO III UPDATED!
GRAN TURISMO 3: A-SPEC
GRAN TURISMO CONCEPT: 2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
HOT WHEELS: VELOCITY X NEW!
JAMES BOND 007 IN... AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE UPDATED!
LEGENDS OF WRESTLING
LMA MANAGER 2002
MAX PAYNE
MEDAL OF HONOR: FRONTLINE UPDATED!
PAC-MAN WORLD 2 NEW!
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
REIGN OF FIRE NEW!
RESIDENT EVIL CODE: VERONICA X
ROCKY
SAVAGE SKIES NEW!
SMASH COURT TENNIS: PRO TOURNAMENT
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
THE LORD OF THE RINGS: THE TWO TOWERS
THE MARK OF KRI NEW!
THE SIMPSONS: ROAD RAGE
THIS IS FOOTBALL 2002
TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
V-RALLY 3
VIRTUA FIGHTER 4
WIPEOUT FUSION
WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME

CALL NOW!

VOICE ACTIVATED!
1. Dial the number
2. Answer the simple prompts
3. Solve your gaming problems!

*NO DRAWN-OUT MENUS

THE LATEST TIPS AND CHEATS!

UPDATED EVERY WEEK!

COMPILED BY EXPERTS!

THE BIGGEST GAMES!

GET TIPS TEXTED TO YOUR MOBILE AT NO EXTRA CHARGE!

IT'S SO EASY!

DIAL NOW!

OVER 16'S CALL **0907 052 3658**

UNDER 16'S CALL **0907 052 3654**

Calls to the numbers above are charged at 50p per minute. Calls from mobiles, some networks and abroad may be higher. Always get the permission from the person paying the phone bill before you call. Each call to the under 16's number will end after six minutes, and cost no more than £3.00 if called from a standard phone line.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where the hopeful strive to join PSM2's hallowed order of PlayStation 2 masters. Within these bamboo-and-paper walls you'll find only the greatest PS2 gamers. Join us...

NEW LEAGUES

WIN! **FEEL THE BURNOUT** *Burnout 2*'s still immensely popular, but *Tekken*'s starting to interest a lot of people. Note the new challenges for *MGS2: Substance* and *TimeSplitters 2*... Can you beat those scores?

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

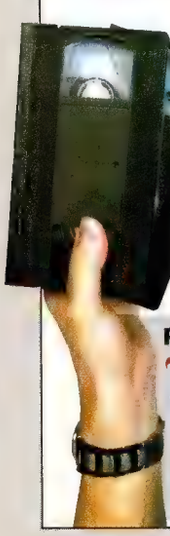
1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

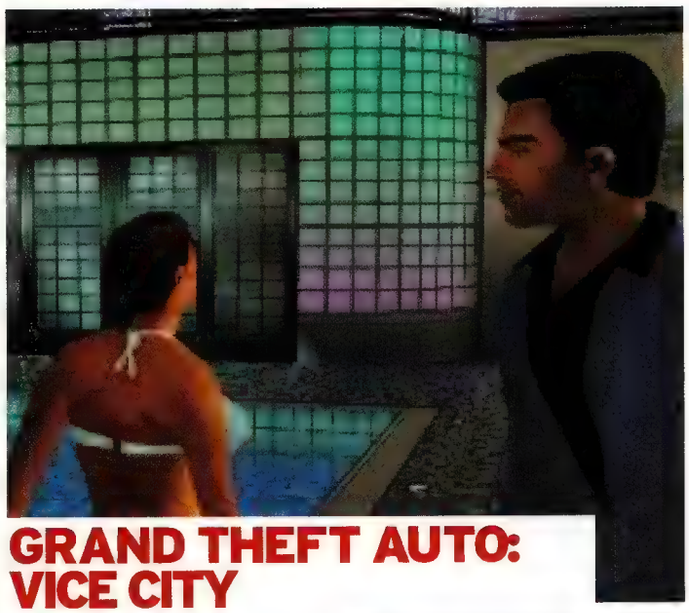


PRO DOJO CHECKLIST: BINGO!

✓ Photo ✓ Video ✓ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Thursday 10th April.
And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.



GRAND THEFT AUTO: VICE CITY

The *GTA3* leagues have finally been retired, to make way for a couple of brand spanking new *Vice City* challenges. Get practising, and get those tapes in. We want to see how good you really are...

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for more details). Now, you've got two minutes to complete this tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your entire runs on VHS and get your face on our DVD.

FASTEST TIME

01'04"00	David Newcomb
01'06"00	James Walker
01'09"00	Steve Moran
01'10"00	Richard Hewat
01'13"00	Simon Douel

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return, this time taking in the sights of the glorious Vice City. As before, you can use any vehicle and any number of cheats you like – as long as you don't use any aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on, show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

01'37"00	Simon Douel
01'38"00	Bharat Choda
01'40"00	Simon Sherwood
01'40"00	Nick Trevallion
01'45"00	Vin French

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

3'55	Ibraheem Gedal
4'02"	Darren Gabriel
4'02"	John Turner
4'25"	Will Meredith
4'41"	Steve Moran

ST PETERSBURG STAKEOUT

5'28"	Will Meredith
5'36"	Jamie Bryson
5'39"	Ricky McLaughlin
5'57"	Darren Gabriel
6'25"	Tim Appleby

KIROV PARK MEETING

3'12"	Jack Franklin
3'42"	Darren Gabriel
3'54"	Jamie Bryson
3'56"	Ricky McLaughlin
4'52"	Steve Moran

INVITATION TO A PARTY

2'46"	Will Meredith
2'59"	Cole Shanks
3'08"	Stephen Forbes
3'14"	Darren Gabriel
3'20	Steve Moran
3'27"	Alastair McLeod

TRACKING HAYAMOTO

5'50"	Darren Gabriel
6'03"	Jamie Bryson
6'12"	Will Meredith
7'56	Steve Moran
8'02"	Alastair McLeod

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"780	James Walker
0'33"959	Callum Murphy
0'34"000	Peter Jones
0'34"100	Steve Moran
0'34"139	John Jeffery

AIRPORT TERMINAL 1&2

1'18"860	James Walker
1'19"719	Jamie Bryson
1'19"999	John Jeffery
1'20"919	Callum Murphy
1'20"459	Paul McKenzie

INTERSTATE LOOP

1'00"579	James Walker
1'00"599	Daniel Hammond
1'00"760	Simon Douel
1'00"899	John Jeffery
1'00"919	Steve Moran

88 INTERCHANGE

2'16"859	James Walker
2'21"479	Steve Moran
2'21"680	John Jeffery
2'21"720	Simon Brown
2'23"320	Simon Douel

PALM BAY HEIGHTS

1'03"979	James Walker
1'05"199	John Jeffery
1'05"640	Daniel Hammond
1'05"960	Simon Brown
1'06"200	Peter Jones

PALM BAY MARINA

1'28"059	James Walker
1'28"459	Daniel Hammond
1'28"919	Jeremy Matthews
1'29"000	Simon Douel
1'29"019	John Jeffery

SUNRISE VALLEY DOWNTOWN

0'41"540	James Walker
0'42"520	Daniel Hammond
0'43"000	John Jeffery
0'43"139	Simon Brown
0'43"679	Peter Jones

SUNRISE VALLEY SPRINGS

1'06"880	James Walker
1'07"019	John Jeffery
1'07"166	Paul McKenzie
1'09"420	Alex Roe
1'11"159	Simon Brown

BIG SURF GROVE

1'05"839	James Walker
1'08"239	Simon Douel
1'08"759	John Jeffery
1'09"099	Steve Moran
1'09"281	Paul McKenzie

BIG SURF SHORES

1'38"000	James Walker
1'41"117	John Jeffery
1'42"220	Steve Moran
1'42"659	Simon Douel
1'43"160	Simon Brown

CRYSTAL SUMMIT PEAK

0'42"359	James Walker
0'44"819	Simon Douel
0'45"179	Simon Brown
0'45"279	Steve Moran
0'45"639	John Jeffery

CRYSTAL SUMMIT LAKE

1'59"420	James Walker
2'09"279	John Jeffery
2'10"619	Simon Brown
2'10"980	Simon Douel
2'11"433	Paul McKenzie

OCEAN SPRINT

1'47"179	James Walker
1'49"939	John Jeffery
1'50"619	Donald Dix
1'50"759	Jamie Bryson
1'52"079	Simon Douel

HEARTBREAK HILLS

1'41"599	James Walker
1'44"359	John Jeffery
1'46"979	Steve Moran
1'47"279	Simon Douel
1'48"431	Paul McKenzie

FREEWAY DASH

2'00"259	James Walker
2'07"119	John Jeffery
2'07"579	Simon Douel
2'08"219	Peter Jones
2'10"579	Jamie Bryson

GRAN TURISMO 3

What's that – no new entries this month, Tommy? Say it ain't so! Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'24"306	Vaughan Welsh
0'25"339	Richard Little
0'26"063	Fraser Stewart
0'26"588	Norman Morrison
0'26"696	Daniel Byatt

MIDFIELD RACEWAY

0'54"581	Richard Little
0'55"459	Norman Morrison
0'57"201	Fraser Stewart
0'57"409	Vaughan Welsh
0'57"426	Freddy Jenssen

SMOKEY MOUNTAIN

0'49"403	Graham Greenall
0'49"582	James Walker
0'52"295	Vaughan Welsh
0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott

TRIAL MOUNTAIN

1'04"036	Norman Morrison
1'04"681	Vaughan Welsh
1'06"337	Freddy Jenssen
1'06"478	Ricky McLaughlin
1'07"605	Tommy Willumsen

SWISS ALPS

0'56"784	Kim Saarinen
0'57"786	Fraser Stewart
0'58"669	Christopher Hill
1'02"484	James Walker
1'04"600	James Gott

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders – keep it varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

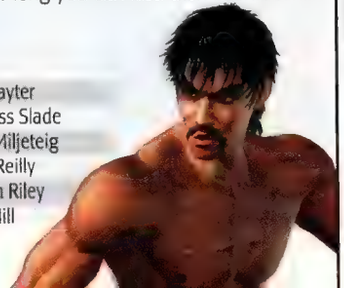
16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish bash bosh!

SURVIVAL MODE

Wins	Character	
78	Heihachi	Grant Hayter
63	Heihachi	John Ross Slade
56	Heihachi	Simon Miljeteig
53	Jin	Adrian Reilly
53	Eddy	Stephen Riley
48	Bryan	James Hill



IN THE DOJO

>PLACES FOR FACES

WINNER **GRANT HAYTER**
Doesn't hate *Tekken*...

Grant's awesome 78 wins and the next two top scores on the *Tekken* table prove that Heihachi's got what it takes. That, or fighters like playing old geezers.

WINNER! **NORMAN MORRISON**
Yeah, we believe you...

You can believe his *Colin McRae* and *Gran Turismo* scores, that is. He's a PS2 speed demon, but we know he's too young to ride that bike. Get off, it's not yours!

WINNER! **JACK FRANKLIN**
There can be only one

Jack's only got one top score, for *Hitman 2*'s Kirov Park Meeting. But what a belter. He trounced every other ninja so soundly, he's earned his place here.

WINNER! **JAMIE BRYSON**
Putting it about

Jamie's a man of many PS2 talents. He hasn't racked up any top scores, but he's managed a number of respectable ones. C'mon Jamie, aim for the top next time...

WINNER! **JOHN JEFFERY**
The young pretender

Challenging James Walker's mighty scores at *Burnout 2* is tough – John looks like he could claim the crown. We can't wait to see their next tapes, that's for sure.

Once again it's the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'50"37	James Walker
2'50"49	Giles Kilpatrick
2'51"17	Norman Morrison
2'51"84	Rodger Woods
2'52"07	Derek Stocks

Stone Leigh

2'52"53	James Walker
2'57"20	Rik Ibbotson
3'00"92	Robert Tyler
3'01"44	Paul Curry

Little Cawford

2'14"65	James Walker
2'18"52	Rik Ibbotson
2'18"62	Peter Radcliff
2'18"88	Derek Stocks
2'19"23	Simon Mathews

Llangurig

3'00"25	James Walker
3'01"17	Norman Morrison
3'05"96	Rik Ibbotson
3'06"40	Robert Tyler
3'34"65	Carl Thompson

Llyn Clywedog

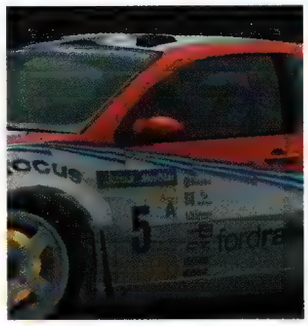
2'19"89	James Walker
2'21"06	Rik Ibbotson
2'22"21	Norman Morrison
2'22"40	Robert Tyler
2'23"68	Chris Lewis

Rhayader

2'51"21	James Walker
2'53"72	Rik Ibbotson
2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan
2'54"78	Paul Curry

Stonetthorpe

1'13"00	James Walker
1'16"20	Rik Ibbotson
1'16"52	William Sykes
1'16"84	Norman Morrison
1'17"73	Lee Burton



CRAZY TAXI

Hey, hey, hey! It's ancient but you're still loving making that crazy money. Get out there and earn top dollar.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

First, make sure you've fulfilled the criteria, then send us the video evidence to prove that you're the master of the bare-knuckle brawl.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

TIMESPLITTERS 2

You'll notice a couple of changes with the challenges here, thanks to folk sending in such a broad spread of results. Keep 'em coming!

GLASS SMASH

Bricking It

21.4	Sam Middleton
22.0	Dave Peppiatt
22.2	Tim Cooper
22.4	Steve Moran
22.5	Jack Fanning

INFILTRATION

Trouble At The Docks

18.1	Andrew Ireland
19.1	David Peacock
19.6	Sam Middleton
20.0	Simon Miljeteig
20.1	Alex Johnson

BANANA CHOMP

Monkey Business

44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
46.9	Ozric Hayter
52.1	Carl Woodard

BEHEAD THE UNDEAD

Fight Off The Living Dead

19375	Jonathan Edwards
19753	Tom Churchyard
19224	Steve Brown
18839	Lisa Meirs
182444	David Appleby
17983	Simon Collett
17283	Piers Day

SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Mergury City

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Mergury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

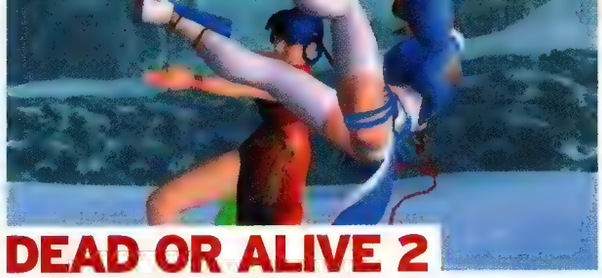
2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.



DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'14"72	Jan M de Vlas

METAL GEAR SOLID 2 SUBSTANCE

It's out in the shops in a couple of weeks time, but we've already had a bundle of entries for the Snake VR missions from our keenest...

SNEAK LV.5

01'57"10	Alastair Berger
01'59"17	Lance Miers
02'02"56	Ewan McMorran

ELEMINATE ALL LV.5

01'42"86	Julian Leggett
01'43"11	Peter Hughes
01'55"34	Willaim Ashford

WEAPON: ASSAULT LV.5

27445	Thomas Wood
25312	Garath Savage
22807	Charles Wyatt

WEAPON: NIKITA LV.5

01'26"88	Giles Plumb
01'33"19	Gareth Plumb
01'47"44	Shaun Wright

FPS MODE LV.1

10781	Warren Porritt
9187	Nicholas Eastwood
8666	Andrew Johnson

FPS MODE LV.2

02'53"68	Douglas Goldsmith
02'55"75	Sam Hall
03'01"44	Lee Green

FPS MODE LV.3

10,012	Jonathan Stannard
9,855	Peter Camp
9,832	Darren McMorran

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

JAMES BOND 007 IN... NIGHTFIRE

Something for everyone here as we set up leagues for the first half of the game. Remember, the harder the skill level, the higher the scores and we want to see footage of your best level in full...

THE EXCHANGE

148,977	Tom Churchyard
140,023	Paul Armstrong
139,864	Richard Johnson
133,923	Daniel Rodgers

ALPINE ESCAPE

208,378	Charlie Stocks
206,884	Tom Churchyard
202,793	Robert Combs
201,116	James Warner

ENEMIES VANQUISHED

307,160	Douglas Laws
307,140	Gary Savage
303,922	Charlie Stocks
301,882	David Bird

DOUBLE CROSS

161,476	Peter Camp
159,345	Danny Sait
155,553	Robert Combs
153,902	Charlie Stocks

NIGHT SHIFT

230,178	Peter Camp
230,002	David Mendham
219,573	Douglas Laws
200,711	Chris Burgess

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name
Age
Address

SPLINTER CELL

PART 2

THUMP! With only the muffled yelps of throttled guards and the faint squeak of your standard issue, one-man-infiltrating-machine DMs, we take you through the rest of Clancy's espionage epic...

Tom Clancy's SPLINTER CELL

AIM OF THE GAME

There's bad types raging a technological war on the US. By pledging your allegiance, you get to immerse yourself in the greatest stealth-based action game since... well, you know what. So, with utility belts heaving with gadgetry and pistols poised, we carry on from where we left off last month and take you through the game's other, huge levels, including the PS2-exclusive Nuclear Plant mission.

JUST ANOTHER SPLINTER'S TALE

Taking on board the tricks of the trade we taught you last month for getting through the levels undetected, there's more to learn now as you have to contend with searchlights and guard dogs, and master the art of using your thermal goggles. Testing stuff indeed, but thankfully you're given more complex toys to help cloak your assault still further, like distraction cameras, motion-sensory wall mines and signal jammers. It's just like Bond... only without the mucky stuff.

WHAT WE SAID...

PSM2 ISSUE #33 March 2003

"Better than *MGS2*? The key point is that it's different – equally enjoyable and absorbing, but with a fresh take on stealth concepts."

WHAT WE SAY NOW

The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless – even if it did have to shed some bulk to make it.

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MISSION #4: CIA HEADQUARTERS

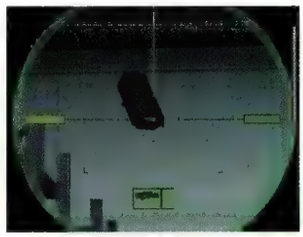
Remember – no killing! This is a stealth-only mission, and believe us, even knocking guards unconscious could prove more hassle than it's worth. So stick close as we guide you through... quietly.

Creep around the corner and head towards the door on the right. A guard will walk past at the end of the hall, and a technician will emerge from the room and go through the door opposite – follow him in and knock him out before turning off the light and leaving. When you emerge, head right and wait at the bend in the shadows (check that your stealth gauge is fully to the left). The guard will walk up, and stop at the corner, so grab him, take him to the room on the right and knock him out. Interact with the computer and leave.

Head down the hall and go left at the end. Keep going until you come to an automatic door. Creep in and wait behind the desk until the two men have finished talking. When the one outside leaves, sneak around and grab the guard.

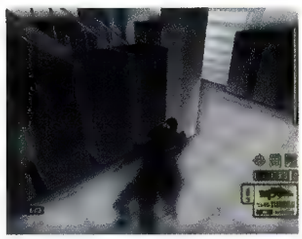
Take him to the back room, pick the lock and dump him inside. Examine his satchel and take the medical kit and two sticky shockers. Go back out into the main room and examine the computer before leaving and heading all the way back past the starting hall. When you get to the corner of the new hall, crouch and look ahead. When the technician comes out of the room behind the drinks machines and goes to the store room, creep down and wait by the open door. When the technician goes back to the room by the drinks machines and starts tapping in the keypad number, creep up and grab him. Drag him up the hall and knock him out and then go back to wait by the open door. When the guard's back is turned, creep up and knock him out before dumping both bodies in the storeroom (remember to pick up the lockpick). Go through the keypad door and immediately turn the lights out. Now wait for the guard to come in from the far door and snoop around. Grab him in the darkness and knock him out. Take the medical kit from the small room and use the computer. Key in the code on the next door to reach a checkpoint.

HACK & DAXTER: Infiltrate the main server system via this hard-to-reach laptop.



BEAM HERE BEFORE? Just breeze straight through this anti-static chamber.

This next area is hard to complete stealthily and involves getting to know the routine of the two technicians. Get to the bottom of the stairs and then creep to the end of the shelves. When the first technician walks up level with you, turns around and then starts walking back down, creep after him and grab him. Now creep up on the second man when he's down the far end looking at the shelves. It's possible to grab both silently and drag them to the room you just came out from.



When you're through there, head up the stairs into the storeroom. Take the SC-20K from the back shelf and shoot out the camera. Take the sticky camera, sticky shocker and ring airfoil round from the shelf and use the keypad to get through the next door. Checkpoint found.

Go around the corner, grab the guard and knock him out. Head to the right and use a sticky shocker to knock out the guard in the office to the right (remember,

OH TAPPY DAYS: Sneak into Dougherty's office and use his laptop before tailing him.

equip the sticky shocker, draw your gun and then press L1 to fire it). Now grab the technician and hide him in one of the booths before checking both computers. Head into the static dispersion chamber leading up to the main server system and reach a checkpoint at the end.

Go through the door on the right and take out the camera on the far wall with your gun, then leave through the left-hand door.

Wait at the top of the stairs until the technician passes, then grab him and head through the door into the next room. Examine the computer and then head back upstairs and back through the dispersion chamber. Go around the next corner and wait for the guard to come out of the toilet on the right. Grab him as he walks back and hide his body in the toilet. Now head around the next corner to hit a checkpoint.

DOUGHERTY'S COMPUTER

Edge along the left wall until you get to the guard post, then draw your gun and blast the guard with a sticky shocker and jump through the window into his station. Switch out the light in his post to hide the body and then

head out the back door and down the passage. Stick to the left and you'll notice two indestructible cameras on the ceiling. Dodge them both and head out through the passage on the far side of the room. Head down the steps at the end and shoot the light to avoid being seen by the camera before using the keypad door to escape and reach another checkpoint.

Sneak past the guard on the phone and head into the next room. Use the computer and take the flares before going into the office and the lift to a save point.

Go down the hall and through the door, then creep to the back of the room and head down the passage behind the desks. Work your way around to the exit and then creep out while the technician's back is turned. Head down into the darkened room and use the computers next to the entrance. Wait until you see a man leave the office over in the far corner (that's Dougherty) and go in. Use the computer and then tail the man down the hall to a checkpoint.

BAGGING DOUGHERTY

Around the next corner will be a guard sitting on a chair with a security camera above his head – no way past there, then!

Head through the doors on the left into the theatre, creep down the central aisle and then off to the right. With night-vision on, you'll notice a guard on the raised walkway. Stay tight and wait for the man at the front to take a call. When he does, the other technician and guard will disperse, leaving you free to jump over the railing to the platform, pick the lock and get out.

Wait by the next corner until Dougherty's finished talking to the guy in the canteen (and the other guy with him has gone into the toilets) then follow him down to the end, waiting for him to go through the keypad door.

Pick the door of the office to the right and take the sticky cameras and use the computer. Go through the keypad doors, head right and open the door to

FAGGING FOR IT: Sneak up and grab Dougherty while he draws on a tab.

TOP TIP
Cam Can

After you get the SC-20K, you can take out large groups of enemies using the diversion cameras. Find a good hiding place, fire a diversion camera at the first guard (make sure you hit him in the head), and then gas all the other guards when they come to investigate.

the smoking room. Creep up behind Dougherty and grab him to trigger a save point.

Take his body out through the automatic doors. Head across the yard and wait in the shadows opposite. When the guard comes up the steps and walks past, crouch down with the body and head down the steps to reach another checkpoint.

Go through the door and down the steps. Drop the body at the bottom and shoot out the camera. Head into the storage room and walk straight down the back wall. Cut right through the middle of the crates and then

wait by the corner. When the guard appears, scouts around and starts walking away, head down the left passage, take a right and go through the door.

Head down both flights of steps and then take Dougherty's body on to the elevator. As you walk into it, turn 90° left and when you see the guard down below in this area, take the elevator down, leave the body and creep after the guard. Don't worry, he won't spot Dougherty's body on the elevator. Now go back and get the body and head down the slope into the underground carpark.

When you enter, leave the body and creep up to the edge of the right-hand wall (creep slowly as there's broken glass around here). Use a sticky shocker to knock out the guard talking to your comrades and then take Dougherty's body to them...

MISSION #5: KALINATEK

After the stealth nature of the last mission, it's good to get back to some mindless killing. Pop the two guards and head upstairs. When the lights go out, nail the heavies by the truck using night-vision and your SC-20K scope and head through the other door. Jump onto the crates and then out onto the crane lift. Jump up and hang onto the crane and then follow it to reach a save point.

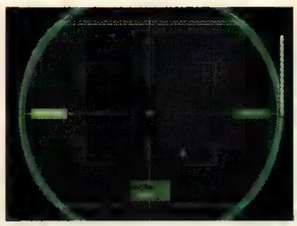
When you finish sliding, jump and grab hold of the edge of the storage area and haul yourself up. Rappel off the other edge of the wall and listen to the conversation. Drop down to the roof of the glass walkway and then jump to smash through the roof. Kill the guard and head through the doors. Use the keypad on the door to the right and then head out to the other room. Kill the guard using the cover of darkness and go out the next door, head past the photocopiers and pick the door at the end to reach a checkpoint.

FIRE DOORS

Take the disposable pick and sticky shocker from the desk and go through the next door. Shoot the two heavies and walk along the room with caution. You'll encounter your first wall mine

here, so creep up slowly and keep edging towards it until the 'Disable wall mine' prompt appears. Wait until the green light is on before pressing ⊗ and you'll deactivate it. If you press it when the red button is on, run for it. Pick the door at the end of the room to get a ring airfoil round and then go down the back passage, disabling the wall mine next to the door and taking the medical kit from the store room. Crawl into the lift shaft to reach a save point.

Crawl out of the shaft and creep to the corner to see a heavy going to the drinks machine. Knock him out before taking out the other guy with a head-shot. Shoot the two guards down the next passage and head through the door. Go left into the burning office and you'll see two men trapped by wall mines. Disable them both and talk to Ivan. Go through the hole in the wall behind the desk to the checkpoint.



Head down the passage and use the keypad door. Go through the burning room and take the medical kit, then disable the wall mine. Go through the next room and disable another wall mine before heading back along the passage. Pick the lock of the office at the end, then jump onto the middle cabinet and disable the bomb at the other side of the office. Take the sticky shocker and leave. Head left when you go out and hit the checkpoint.

SAVING IVAN

Go down into the theatre, kill the two guards and head to the side behind the screen. Nail the guards and then take all the ammo, the ring airfoil round and grenade. Interact with the handle of the power generator behind the desk to hit a checkpoint.

Head back out the theatre, pausing next to the podium to snipe the guard at the top of the steps – in his satchel you'll find the code to the nearby keypad door. Go through it. Shoot the guard as he comes down the steps and then go through the door at the top. Kill the next guard when he turns away and pick the lock to the first door.

Take the sticky camera and ammo from inside and pick the door of the office down the end to get a ring airfoil round and sticky shocker. Approach the other door and hit the lightswitch. This will cause the guy inside to come out, so take care of him when he emerges and go in to get the lockpick.

Go down the passage at the end of the corridor (where the blue cross is) and kill the two guards. Examine the satchel and then go into the office to use the computers. Head up the stairs, kill the two guards in the leisure room and watch the cutscene of the guard discovering Ivan. Go into the toilet and jump into the

SWINGING IN THE CRANE: Jump up and grab the support arm before sliding to safety.

vent. Crawl along it and shoot the guard in the neighbouring toilet before he kills Ivan and then talk to the cowering hippy.

Head out of the toilet and through the reception area before taking the lift up to the top floor and a save point.

FIGHT TO THE FINISH

Climb on the slabs straight ahead and get onto the roof next to the area where the guards are talking. Now simply shoot out the light and kill them as they scramble to fathom out what's going on. Go through the door and make your way up over the wall using the building materials. Kill the two guards when they come in and take the medical kit and ammo before going through the door to a checkpoint.

Edge down the narrow gap and kill the three guards in the next room. Use the ladder or go through the door and take the medical kit before heading out the next door to a checkpoint.

Run into the next area and plant a wall mine on the pillar. Retreat back into the small room and wait for the guards to trigger it. Pick off any strays with your pistol. When the flames have cleared, head through the storeroom, up the steps and through the grate at the end of the passage. Save point found!

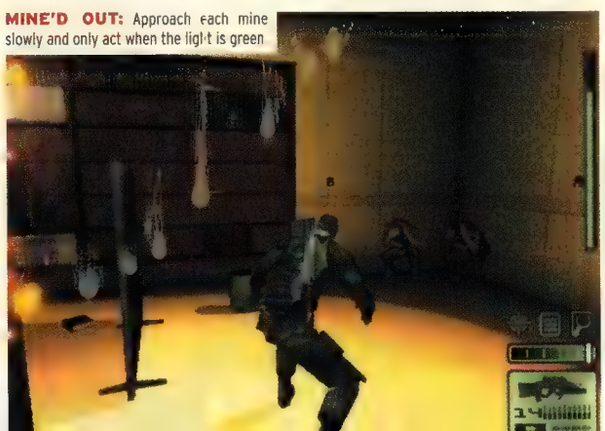
Grab and knockout the man straight ahead and move around the corner to the door. Go through and kill the three guards before going into the side room to get the medical kit. Disable the wall mine in the toilets before heading around, disabling the second mine and then going through the door. Kill the guard and proceed to the checkpoint.

Creep down the passage with the showers and plant a wall mine at the end. Go upstairs and plant another one by the entrance to the walkway (there should be a guard walking away from you). Now either wait for the upstairs guard to trigger the

second mine or trigger it yourself, run away and catch the guard in the explosion. If no other guards come up, pick off one down below and when the others flock to the stairs, they'll get blown up by the first mine.

Head around the corner, getting ready for a shoot-out. Go up the ladders by climbing up the crate and jumping into the back of the plane. Clear!

MINE'D OUT: Approach each mine slowly and only act when the light is green



TOP TIP

Stick this!

To save ammo when attempting to rid tricky areas of guards, simply shoot them in the head with one of your sticky cameras. Not only will it render your enemy unconscious, you can also pick the camera back up off the ground and use it again and again.

MISSION #6: NUCLEAR PLANT

Here we go – the exclusive PS2 level. Head up the small flight of steps and shoot the camera down below, then take care of the guard. Head into the pen and silently shoot the guard outside the window with your pistol before sliding the window open and jumping out. Stick to the left side and edge towards the guard opposite until you get close enough for a head-shot. Go into the store room and take the medical kit before picking the lock of the other door and going through for a checkpoint.

Go through the next door and take the flare then come out and climb over the fence. Crawl under the pipes and take the frag grenade and the ammo, then go back to the door you just came out of and climb the red drainpipe to the roof, avoiding the searchlights near the top. When the searchlight appears just above you, wait until it moves and then climb the pipe until you're near the top. Now wait for the light to illuminate the top of the pipe and when it moves, finish climbing up and quickly run to the vent, duck and then jump inside before you're spotted. Head through the vent and when the conversation finishes, climb up and take out the guards before shooting the camera and going through the door. Take the medical kit and the frag grenade then pick the lock of the other door. Drop through the hole and crawl through the gap for a save point.

After the conversation, drop off the top of the elevator and crawl under the grating. When the coast is clear, jump through the hole, shoot the nearby camera and pop the guard before taking care that the technician doesn't sound the alarm. Be sure to shoot the other two security cameras before going into the dorm and knocking out the other two technicians. Take the medical kit and head out through the passage. You'll pass a closet with an automatic door that contains another medical kit before reaching locked glass doors.

Head back and drop down the hole at the other end of the room to the one you entered by and crawl along. After a cutscene, keep crawling for a checkpoint.

SPOT CHECK: Stay in position and as soon as the light moves, head on up the drainpipe.

DUCK SHOOT: Crouch jump into the vent before the light spots you.

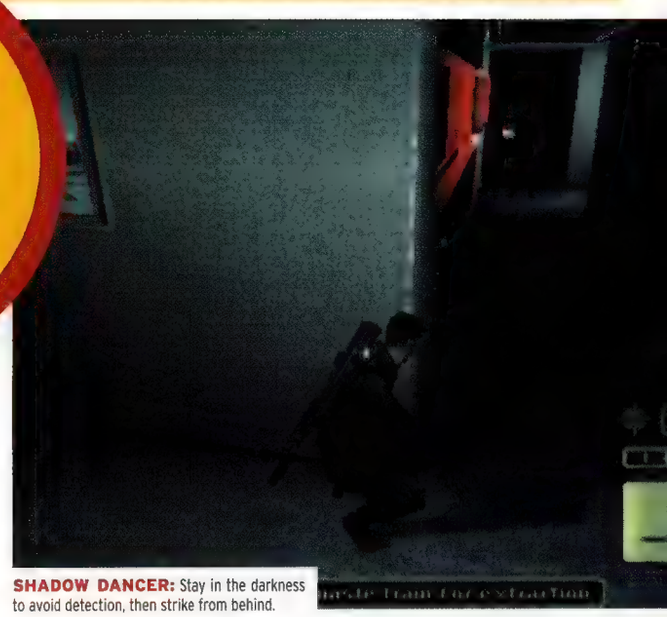
TOP TIP
Rapid Fire!

Equip the SC-20K and press the L3 button (left analogue stick down until it clicks). The bullet indicator onscreen will change to indicate that you've switched to rapid-fire mode. Now simply keep that fire button firmly held to unleash a torrent of bullets.

COUNTDOWN TO MELTDOWN

Crawl out and try to pick off the guard on the gantry on the other side of the room or just try and snatch the technician outright and risk being spotted. When you grab the technician, interrogate him before heading into the control room, knocking out the worker and taking the medi kit.

Shoot the light at the end of the passage and then use the darkness to shoot the camera. Take care of the technicians before they sound the alarm and dump all the bodies in the leisure room (make sure you shoot out the light). Shoot the light down the far end and head down the passage to a checkpoint.



SHADOW DANCER: Stay in the darkness to avoid detection, then strike from behind.

Go down the passage and shoot the last light before taking out the camera opposite. Then go through the keypad door and head down the stairs, taking the medical kit halfway down. Creep in the shadows to the other end and grab the technician, then use the computers and take the chemical flare. Now head back up the steps and through the door next to the camera you shot earlier to reach a save point.

Head up the stairs and through the door then wait by the next corner. There's an automatic gun turret along the passage, so roll into the door opposite, head through this control room and get ready to shoot the guard who comes up the steps in the next room. Head down the steps and interrogate the technician, then knock him out and examine his satchel for the data stick.

Head back up the steps and jump up through the window along the gantry. Follow the vent and jump into the room at the end. Take the flare, medi kit and ammo out the door and go through the main door. Disable the gun turret, killing the two guards before using the door's keypad to reach a checkpoint.

Head along and get the two chemical flares then go, via the broken window, into the office opposite. Work your way through the offices to avoid the gun turret and head down the passage to the left. Shoot the camera and take the medical kit, then go through the door to reach another checkpoint.

DUKE NUKE 'EM

Kill the two guards in the next room and then head through the door down the far end. Sneak up behind the controller and then interrogate him. Examine his computer and head through the next door to a save point.

Head upstairs, creep around the corner and take care of the two guards. Examine the computer straight ahead, and then head through the door into the store room to get a medical kit. Go through the keypad door at the end of the passage to hit a checkpoint. Jump down to the side of the grating and then jump onto the thin red pipe, grab hold and then slide down it. There are two guards in this next room which can either be sniped from your lofty position or knocked out. To do the latter, crouch, drop off the edge of the pipe and then crawl into the containers, hitting the first guard as he patrols past.

For the second, creep in the shadows or make a noise to lure him across and then take him out the same way.

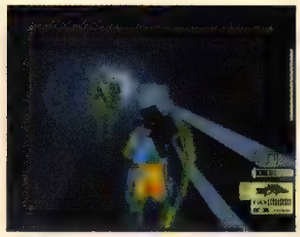
Open the door up the small flight of steps. Mission complete.

MISSION #7: CHINESE EMBASSY

Talk to the woman and then head down the side alley before jumping on the skip and climbing over the wall. Pick up the object on the ledge as you climb over and use this to distract the guard that comes down the alley before knocking him out. Shoot the light at the end and then repeat the process with the second guard to clear the way. Go left at the end of the alley and head over to the room with the fire and go up the ladder to a checkpoint.

Jump over on the scaffolding and go up the ladder, then shimmy across the rope over the street to get the medical kit. Edge off the side of the platform, cling on and then silently drop down to the street before using the cover of shadows to take out the two guards. Remember, you've got sticky shockers and ring airfoil rounds to help take out problematic guards as well.

At the end of the alley, jump on the bins and then climb over the wall. Use the shadows and lure the guards into the alley in turn before knocking them out. Head down the manhole into the sewers and a save point.



EMBASSY NUMBER ONE

Your aim is to get to a ladder on the other side of the sewers. You can either sneak past the guards or knock them all out. When you start, go left, then right, and keep going straight along this pipe until it curls back around and you come to the ladder. Go up it to reach a checkpoint.

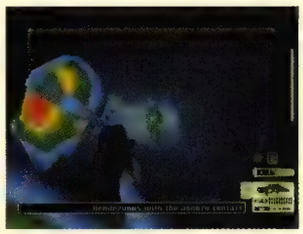
Emerge slowly from the manhole as there are guards either side. Concentrate on the one to the left first as he'll spot you if you knock out his mate. You can either creep up on him, or climb the ladder on the scaffolding, shimmy along the bar, get to the edge and then drop down on him from above to knock him senseless.

When both guards have been taken care of, climb the scaffolding, shimmy along the pipe and then jump up through the open window. Climb the pipe and meet up with your contact. Take the medical kit and ammo, then head up the small flight of steps onto the raised platform and rappel on the small chimney at the end down to a save point.

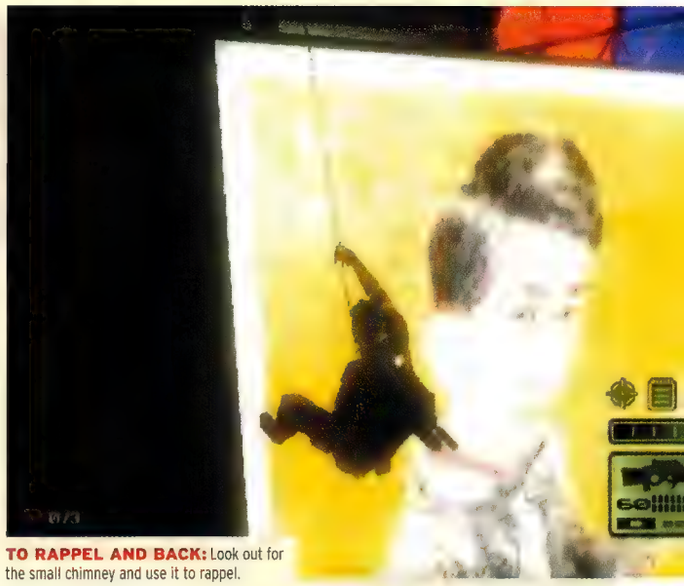
Go into the small dark room and hide behind the skip until the guard walks past. When he does, grab him and dump the body next to the skip. Use the bottle outside to lure the second guard across and repeat the process.

Go around the alley and when it opens out, head straight across the yard to the scaffolding structure and climb the ladder. Climb the second ladder to the left at the top and then head into the derelict building. Sneak along the passage and take out the guard outside at the end.

Jump up on the boxes and then zip-line over the street. Drop back down to the ground and go down the alley on the left. Take out the guard, preferably with a ring airfoil round when he's climbing the ladder, or manually if need be,



BOOTH FAIRY: Grab him as he turns to validate the papers, then sneak around the back.



TO RAPPEL AND BACK: Look out for the small chimney and use it to rappel.

and then go to the far end of the alley, jump up on to the skip and then double jump up to the top of the wall for a save point.

LISTEN UP

At the end of the alley, go right and stick close to the wall. A guard will walk past. Creep on the other side of the parked van and then up to the skip. When the guard passes, creep down the road opposite, through the gates and then wait by the booth entrance. When the guard turns away to verify the papers, sneak in and clunk him. Now creep through the narrow space behind the booth and when the guard patrolling around the truck turns away, creep left and wait in front of the crates next to the van.

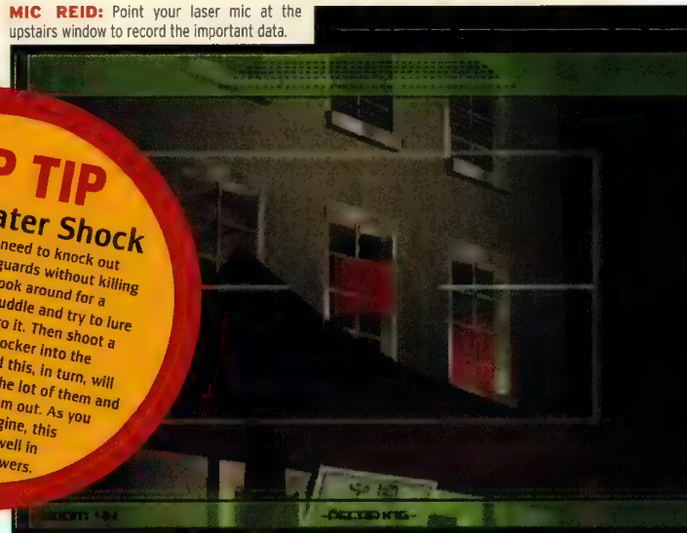
When the guard outside the embassy walks away, creep to the right in the shadows and you'll get past this problematic area undetected. Head over the bridge in the gardens, past the bandstand and then crawl through the stream and through the gap in the fence on the other side to a checkpoint.

Get close to the hedge and then point your laser mic at the red room on the second floor to the right indicated by the cutscene. When the conversation has finished, wait for Kong Feirong to leave the embassy, get in his car

and drive to the gate. When the car stops at the gate, point your laser mic at the windows and listen some more. When that's done, head behind the hedge and creep up to the wall of the embassy.

When the guard outside the entrance walks away towards the booth, head past the entrance and over to the side perimeter wall. Stick to this wall and head down towards the booth, behind it is a pipe. Climb this over the wall to finish...

MIC REID: Point your laser mic at the upstairs window to record the important data.



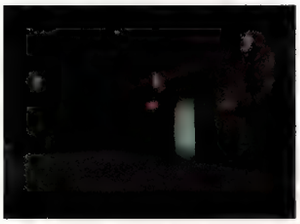
TOP TIP

Water Shock

If you need to knock out many guards without killing them, look around for a water puddle and try to lure them into it. Then shoot a sticky shocker into the water and this, in turn, will electrify the lot of them and spark them out. As you can imagine, this works well in the sewers.

MISSION #8: ABATTOIR

Kill both guards in the yard and go through the door to a checkpoint. Use the computer and go through the next door before equipping your thermal goggles to pinpoint the mine locations in this yard. You may choose to kill both watchmen before tackling the minefield to make things easier (taking out the closest with a sticky shocker and sniping the one next to the searchlight). But be warned that these guys are crack marksmen and can shred you easily from distance, and setting off one of your three alarms is a near certainty. When you reach the far wall, go right into the small room and take the medical kit and ammo. Climb on the skip



and double jump up to the ledge before crawling through to the next door. Quickly head across this roof to the far corner and flick the switch (if you're quick you'll trigger a cutscene) before turning around and killing both guards as they come out of the other door. When they're gone, pick the lock and head through.

Go down the steps and disable the wall mine before stocking up with supplies from the shelves. Go through the keypad door at the top of the stairs to reach a save point.

Go through the door, jump on the drums and shimmy along the beam. When the guard's using the sink, drop down on him to knock him out before creeping round the corner and taking care of the next two guards. Take the medical kit and examine the computer before coming out in the corridor and shooting out the lights. Dump all the bodies here.

MINE'D WHERE YOU GO: Use your thermal goggles to pinpoint those mines.

Head into the small office, interrogate the guard, use the computer, turn out the lights and head into the vent outside. Climb the pipe and then kill the two guards through the hole beneath you. Jump down, shoot out the lights and then head into the main abattoir for a checkpoint.

Kill the guard just around the first corner and then equip your thermal goggles and hunt down his mate. Stick to the left wall and then jump over the cabinet down the far end and disable the gun turret on the other side.

Go through to the next refrigerated area, kill the two guards then approach the fly screen door on the other side. Roll through and to the right to avoid the gun turret, take the medical kit and go around the back of the turret to disable it.

DROP ZONE: Shimmy along the pipe and drop-attack the guard in the loos down below.

Head through to the next refrigerated area, killing the three guards on the way and then go through the vent. When you emerge, take the medical kit, shoot the light and go downstairs. Kill the guard and use the switch to the right of the shuttered door to get through it and reach a save point.

PREVENTING THE EXECUTIONS

Go left and kill the guard, then take the ammo and flare. Head for the next corner and take out the guards. When you step onto the passage they occupied, head left into the pen and jump up through the gap. Head along and then jump down to disable the gun turret. The next gun turret is harder as you'll have to dash into its pen to disable it, so it's probably best not to bother and just charge on to the checkpoint at the end of the passage.

Take the medical kit and go through the two curtains. Kill the guards as they come around the corner, shoot out the lightbulb and then head to the next curtain and another checkpoint.

Go through the centre of the cattle shed and deactivate the two gun turrets. Take the ammo and go through the right curtain. Take the medical kit and talk to the prisoners. When you assume control go back out and kill the two guards. Grinko and another guard will then descend on the basement. Kill them both as they appear and it's nearly game over.

TOP TIP

Raw hide

Make sure you take time to hide all bodies in the shadows before advancing to the next checkpoint. Failure to do so will result in an alarm being sounded later. To drop bodies quicker, simply press the ○ button to draw your gun, thus throwing them down.

MISSION #9: CHINESE EMBASSY

Starting out in front of the restaurant, there are two ways inside – front or back. It's best to go in through the front way to overhear two guards. Kill them both to get a data-stick. Head into the kitchen and knock out the chef, then shoot out the lights and dump all the bodies in there. Go up the ladder to the roof, then head across the plank bridge and through the door to a checkpoint.

Kill the guard and go out onto the balcony, then climb the

drainpipe and grab hold of the zip-line. Slide down to the wall of the building opposite and grab onto the ledge. Shimmy around to the front and keep going, dodging the man at the window around to the far end, where there's a pipe to take you inside.

Drop through the vent and knock out the guard around the corner. Head through the curtain and take the medical kit and then dump the body in there before switching off the lights. Go through the hole, press your back up against the pipes and squeeze down the narrow gap to reach a checkpoint.

THE ARCHIVES

Slide down the pipe and squeeze through the next gap. You'll hear machine-gun fire, but they aren't shooting at you. Squeeze down the gap to the end and then shoot the nearby guard in the head. Take cover behind the desk and take out the second guard before leaving via the door. Use the computer here and head out the door to reach a save point.

Go through the first door on the left to find a medical kit, then head on through the next one marked 'Exit'. Grab the guard at the top and use him as a bullet shield to kill his mate. Dump both bodies on the landing and switch off the light. Head through the door and kill the guards in the next room before reaching another checkpoint.

Take the medical kit, ammo and grenade from the dorm and then use your optic cable on the next door. When the guards go out the main door, you should have enough time to follow them out before it closes. Failing that, equip your thermal goggles, use the keypad and you'll see that some buttons are discoloured. These are the ones the guards pressed, and to crack the codes, select the lightest button through to the darkest in sequence.

Kill the guard behind the door and disable the gun turret. Jump on the booth next to the turret and heave yourself up to the balcony to disable the turret

LEDGE AKIMBO: Watch out for the silhouette and time your advances accordingly.

SLIDE TALKIN': Squeeze through the gap and kill the two trigger-happy guards.

before killing the other guard. Now cling onto the beam next to the door and shimmy out until a colonel comes through. When he's idle, shimmy in front of the retina scanner door and drop down. Grab him and use him to get through the door. Kill the guard in the next room and use the computer before climbing out the window and dropping down to a save point.

DESTROY THE CONVOY

Shoot out the lights and then wait for a guard and a dog to head your way. Kill both, head through the arch and take out the other guard before going through the door at the end of the courtyard. Creep up the steps and take out the camera and the guard before going through and hitting a checkpoint.

Take the medical kit and head through the next door. Creep through the shelves and wait for the guard at the other side of the room to go through the keypad door. After he's gone, use your keypad trick to get through. Beyond is a checkpoint.

Take the medical kit and ammo, switch off the lights and then grab the guard in the door. Dump his body in the room and shoot the camera next to the door outside. Kill the next two guards and shoot the camera over the far side before climbing on the crates to reach the walkway. Follow this and then shoot the petrol pump in between the two trucks to blow them up.

Go down the steps and into the back room to get some ammo, then go down into the hatch to reach a save point.

Follow the guard and then kill him silently with your pistol. Hide in the alcove and wait for a second guard. As he walks down the passage, he'll be radioed to Feirong's office, so when he runs off, follow him along the next passage to the keypad door. Use your thermal goggle trick to open the door. Go up in the elevator and open the next keypad door, using your thermal goggles, then head right, through the next keypad door for a confrontation with Feirong.

After the cutscene, interrogate him, and when that doesn't work, force him to use his computer. When the room explodes, go through the door around the corner, head around the next corner and through the door to the right. Head through the burning curtains and out the door at the back of the statue room. Go downstairs, escape through the window and head towards the chopper...

TOP TIP
Blocked door
When you're being chased by guards, go into a room, and then when the door closes behind you, stand in front of it. Now the pursuing guards won't be able to get in and will eventually get bored before returning to their original positions.

MISSION #10: PRESIDENTIAL PALACE

Snipe the guard and then rappel onto the chimney through the small gate to the left. Head into the sewers and equip your thermal goggles. This place is buzzing with laser trip wires, so dodge them accordingly and then go left at the intersection. When you get around the next corner, jump up and grab hold of the pipe, raise your legs up and then shimmy past the low laser before dropping down and rolling past the next one. As soon as you get past the last one, disable the wall mine to the left and then climb the ladder to a checkpoint.

Head right through the gate and then kill the guard and dog that are patrolling the area. Use evasive manoeuvres to get past the two cameras and head into the centre of the maze. Avoid the camera to the left of the gate and use the keypad – you should have got the combination from the guard's satchel. Head left and down the small flight of steps. To the right of the door is a shutter, slide it open and go through to reach a save point.

Head forward and take the disposable pick, then go up the stairs. Take the medical kit and go through the door. Equip your thermal goggles and you'll notice that the door to the left is wired. Head to the back of the room and nail the three guards that emerge from this room before dodging the beams and going inside. The stairs have laser wires on, so equip your thermal goggles and wall jump over the first one to grab hold of the edge beneath the top banisters. Shimmy along and when you're near the top of the stairs, jump over the banisters to avoid the top wire.

Go through the door and pick the first door you see. Take the pick and medi kit from the table, then leave and proceed down the passage and through the door at the end for a checkpoint.

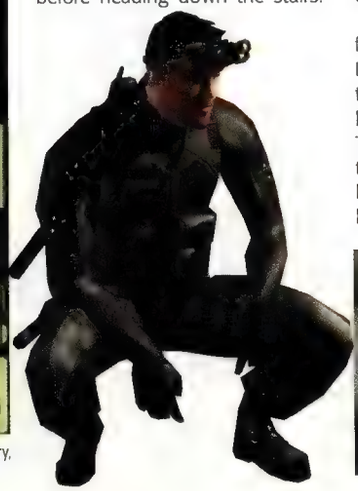
Kill the two patrolling guards, examine one guard's satchel and then go through the keypad door at the top of the stairs. Head down the flight of stairs up ahead and take the medical kit, then go back up and creep along in the shadows, taking out the guards and the lights to evade the watchful eyes of the cameras and pick the door into the library and a checkpoint.

Equip your thermal goggles and evade the laser wires, then grab the guard, examine his satchel and then use his computer before going through the next door and taking the medical kit. Head back through the library, out onto the main passage and then through the double doors to the left. Kill the guard in this next room and avoid the camera to reach the doors opposite and a save point.

BOOK SQUIRM: When entering the library, use your thermal goggles to evade the lasers.

TAKING NIKOLADZE

Head through the next door and grab the guard and the lift worker before heading down the stairs.



At the bottom of the stairs the enemy will be alerted to your presence, so take cover and pick off the heavily armed troops as they arrive. Go down the passages the troops emerged from and continue going down until you reach a checkpoint.

Sneak through the basement warehouse and grab Nikoladze. Interrogate him and use him to open the retina scanner safe.

After the cutscene that follows, keep perfectly still until Lambert triggers the blackout, then quickly draw your gun and kill the guard who's holding you. Take out the other two soldiers in the room and head back up the library. More men will come, so lay a wall mine next to the tunnel

entrance (if you picked it up when going through the sewers) and pick them off as they come down. When the coast is clear, head through the previously locked door to the left of the library to reach a save point.

Take out the guard to the right of you and then climb the drainpipe. Grab hold of the window ledge and haul yourself in and you'll receive an order from Lambert to snipe Nikoladze through the window. This may take a few attempts to complete successfully but you must nail him with one single head shot if you are to proceed.

When he's dead, wait for the guard to come out of the door behind you and then head back through it to reach a checkpoint.

Head down the passage and then turn and kill the guard that comes down behind you. Take out the other two guards that then come up the stairs from the dining room below, and then go through the dining room and up to the double doors to complete the game. Easy... PSM2

DOG GONE: These mutts are fast, so duck and shoot them before they can get close enough to bite.

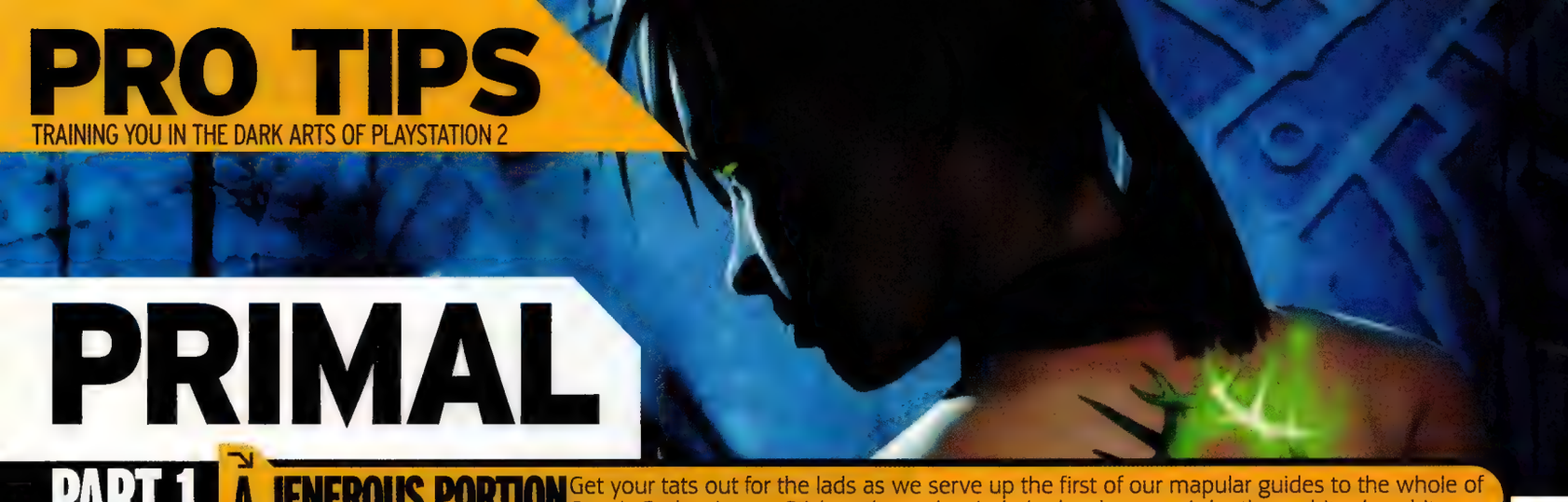
TOP TIP

Steady aim

To snipe Nikoladze more easily, hold down the button when in the long-range sniper mode. After a few seconds, your aim will steady – but only for a limited time (indicated by the gauge on the left). When you're stabilised, aim and shoot.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



PRIMAL

PART 1 A JENEROUS PORTION

Get your tats out for the lads as we serve up the first of our mapular guides to the whole of Sony's Goth mixture. Stick to the path mind, the locals are weirder than white dog shit...

PRIMAL

AIM OF THE GAME

What we can't include on these maps is what character you play where. So you'll inevitably find yourself involved in some form of backtracking as you attempt to solve problems and open up new areas. Suffice to say if you're completely stuck, swap from Scree to Jen (or vice versa) and you'll forge ahead every time. Oh, and don't forget to take advantage of any portals that you open. You may think that it'd be quicker to hotfoot it back to a relevant point, but the size of the gaps between warp gates can be deceptive at times.

INSANITY CLAWS

As far as combat goes, our rule of thumb is always make sure Scree's topped up with spirit energy before you get involved. Beyond that, use the scenery to ensure that you only ever tackle one enemy at a time. They're not the densest of creatures, but the odd well-placed wall can buy you a vital extra few seconds of slashing no matter what realm you're in.

WHAT WE SAID...

PSM2 ISSUE #33 March 2003

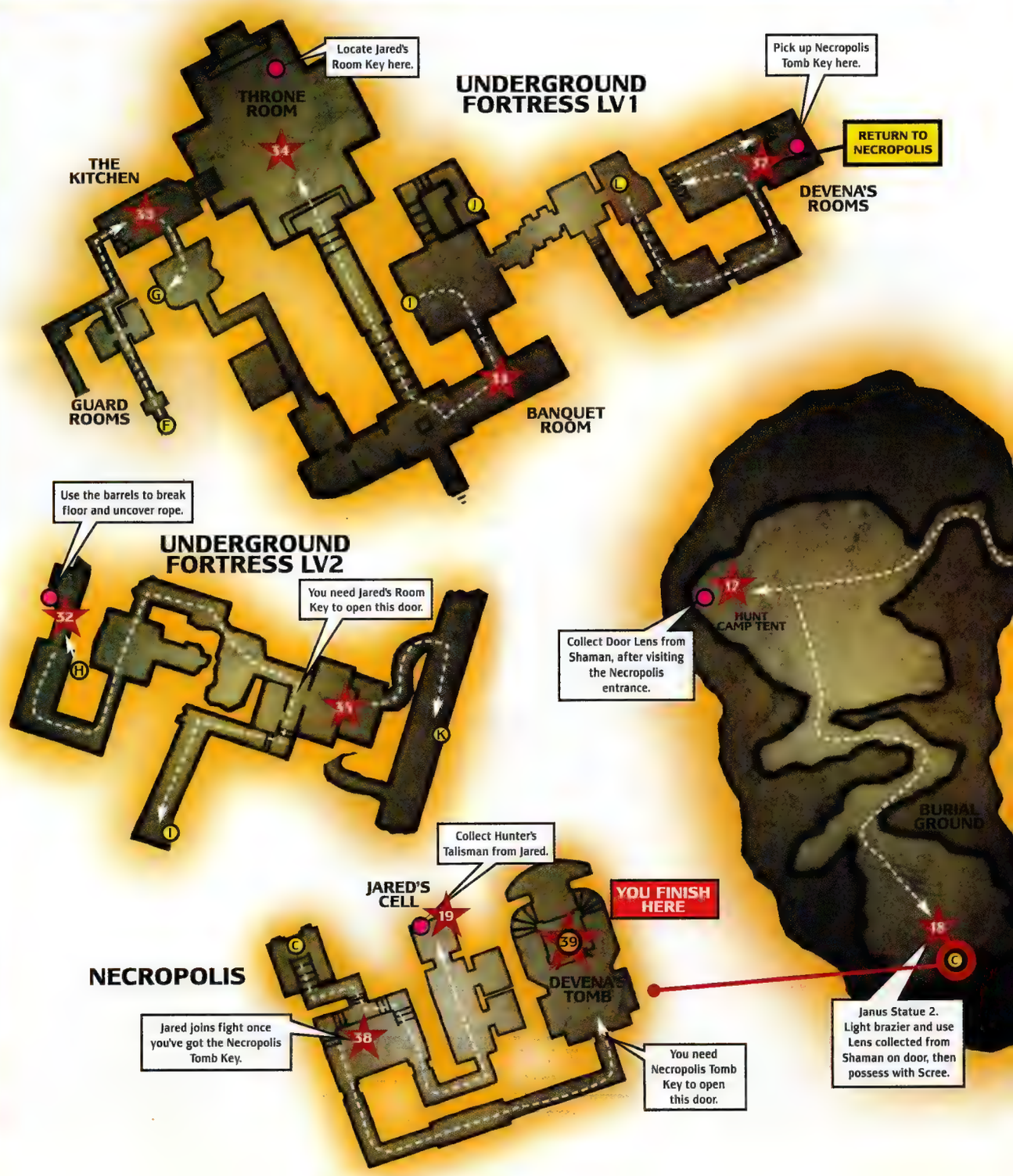
"Afternoon stealing fun that falls short of an essential play. Jen's tattoo isn't the only mark of the beast."

WHAT WE SAY NOW

The further you delve into this, the more beautiful it gets, and the team-based split to gamplay really does sharpen an otherwise pedestrian Goff adventure.

79

SOLUM REALM GUIDE



TO UNDERGROUND FORTRESS LV1
TO UNDERGROUND FORTRESS LV2
You need the Rope for Jen to climb this ledge.
FORTRESS ENTRANCE
HERNE STATUE
ARCHER GUARDS
TO COLISEUM
Clamber to upper level through cells.
JAIL
TO UNDERGROUND FORTRESS LV2
Ledge shimmy for Jen.
FORTRESS MAIN GATE
KEY
Start/End
Route Highlights
Interior Links
Direction of Travel
Ladder climb and ledge shimmy to get to exit.
SEWERS
CITY UNDERGROUND HOME
BARRACKS
Jen squeezes through gap and pulls rubble to open door. Both characters lever pull to open fortress portcullis.
COLISEUM
YOU START HERE
Light brazier with torch to keep the Malkai back.
Ferai form gained.
Ferai jump needed to open door for Scree.
TO CITY UNDERGROUND HOME
Devena Encounter.
PLAZA
MALKAI CAVE
GREAT TEMPLE
RIVER CAVE
Scree climbs down hole.
Herne Ambush.
RUINED HOUSE
Ledge shimmy for Jen.
VILLA
Janus Statue 1. Use Scree to possess it.
Jared's horn located
Torch, to light brazier.
Scree pushes dead tree over river.
Place Mill Wheel at top of slope to break wall.
Mill wheel.
DERELICT DARK ROOMS
UNDERGROUND HOME
SIDE VIEW

AQUIS REALM GUIDE

PRIMAL

"FIGHT TRITONS AND CRABHOUNDS"

THE TUNNELS

Press hand switch.

Use Undine Key to open pipe and save trapped Undine.

Open iris door (after hand switch in Sub-station4 turned on).

Wheel switch to activate Sub-station 4.

Scree to use wheel switch to lower ramp.

Meet with Adaro and push grating to continue.

Discover trapped Undine.

ALIEN ROOM SUB-STATION

Open iris door.

Swim up into Adaro boss room.

Open iris door (after Sub-stations 3 and 4 have been switched on).

Open iris door (after all five Sub-stations activated).

Scree push boulder to block current for Jen to progress.

Wheel switch to activate Sub-station 3. Collect Undine Key here.

Surprise current.

Find exit tunnel in roof.

TO APPOSTLES MOUNTAINS

BONE ROOM SUB-STATION

Fight Tritons and Crabhounds. Use wheel switch to activate Sub-station 5.

Climb Scree up to fish-head statue, possess it and open its mouth. The water level will raise and Jen can reach tunnel from water surface.

Jen clambers up to the wall hang. Now Feral jump up to ledge and use lever to open door. (Remember to navigate Scee from 38 to chamber shaft, or use summoning stone.)

TO TUNNELS

Enter building to access tunnels.

AQUIS BAY

Exit water.

APPOSTLES MOUNTAINS

CENTRAL CONTROL TOWER

TO TUNNELS

Crabhound.

Push bolder to block strong current.

BAY BEACH

Drive Jen into water.

BAY CAVERNS

Use wheel switch to align cog with central shaft.

PRIMING STATION

Triton fight.

Activate switch.

Activate central wheel switch.

Use handswitch to align cog with central shaft.

Use wheel switch to align cog with central shaft.

YOU FINISH HERE

CENTRAL CONTROL TOWER

SIDE VIEW

KEY

- Start/End
- Route Highlights
- Interior Links
- Direction of Travel

PART TWO COMING UP NEXT ISSUE...

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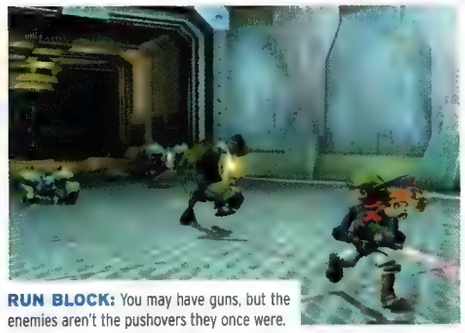
EXPECTED UK LATE 2003

LOOP DOG: The team haven't removed any of Jak's original moves, so twirling like a gibbon comes as standard.



RUN BLOCK: You may have guns, but the enemies aren't the pushovers they once were.

JAK & DAX

Jak of all trades, master of none? Not as far as Naughty Dog's multi-farious bouncer is concerned.

It's an old maxim and one that any Renaissance man worth their doublet and hose wouldn't bat an eyelid at. Even if said eyelid happened to be encased in a rather fetching set of goggles with a fluffy meerkat perched jauntily atop. All of which brings us to the inevitable conclusion that yes Jak, and gobby sidekick Daxter, are back for their second outing. See? Precursor Legacy? Hmmm? You just knew that one wouldn't be enough, didn't you?

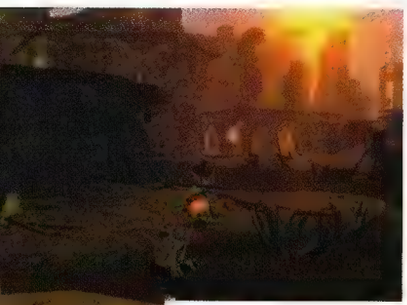
The Idea: *J&D* but... with... guns! Gone are the agrarian sensibilities of the earlier title – the elemental stages and twee villages – and in their place a much more militaristic, industrial feel. Jak with cannon in firing range, Jak going head-to-turret with a shell gobbing tank, Jak zapping bog hoppers from the hip with lasers...

Best Features: The guns shouldn't really come as much of a revelation. It's a reasonably well-known fact that both Naughty Dog and Insomniac share technology, so if *Ratchet & Clank* get ballistics, then why shouldn't the other dynamic duo? Looks-wise, everything is pretty

SHOOT MEDLEY: Here's that mystery bloke again, wielding more firepower than a B52 loaded for bear.

"IF RATCHET & CLANK GET BALLISTICS, THEN WHY SHOULDN'T THE OTHER DYNAMIC DUO?"

BLOATING BLAZER: The NPCs don't appear to be as benevolent. Just look at this Jabba wannabe.



NICE AN' SUNNY: The bigger sun makes dusk a show-stopper.

CHANGING HUMES: Purple Eco and a shot of Jak looking like an escapee from a Marilyn Manson gig.

STEELS ON WHEELS: Robotic cannons and big cogs - all similar to the Lost Precursor City.

FOOTING IT ABOUT: It's not all about flying - the zoomer pad in the foreground means it's all walkable.

BARBED FIRE: Gun training seems strangely reminiscent of *TimeSplitters 2* and its cutout shootout levels.

MATE GALLERY: The guy bottom left is the same species as Jak which has got us thinking about NPC gun support...

TER 2

familiar, but that sun seems a whole lot bigger and a whole lot brighter making the transition from day to night seem all the more realistic. Just look at the size of those shadows...

The next big twist comes in a familiar package with Eco doing very different stuff this time round. It's still all about breaking things open or taking out enemies, but the ways Jak now gets to smash stuff up are all new. Stretch your eyes straight up to the shot of an albino version of our mute hero with claws for an idea of the kind of thing you can expect. All very Goth, all very *Soul Reaver* and yet the idea of Eco mutating Jak into different forms is definitely a hook.

The return of the Grav-A Zoomer is welcome as well, while the cityscapes we've seen so far have left us reeling. The illusion of population in *R&C* was always conveyed via skies full of vehicles. Here, the streets are filled with folk ambling about while hovercraft, other than your own, bez about around you.

Bottom Line: His ears have got bigger, his eyebrows have bred and produced one large green offspring on his chin, and his hairspray just isn't the permahold it once was. No doubting he's grown up, but what we're really interested in is, has he aged well? More soonest.

ANTICIPATION ★★★★★

EXPECTED UK
JUNE

FREESTYLE METAL X

The Idea: Motocross in its most purest form, which means that racing is just one piston-popping part of this free-wheeler.

Best Features: What do you get up to the rest of the time? Well, think of this more in the *Tony Hawk*'s mould, but with dirtbikes rather than decks. There's ramps of stuff to get involved with, and it's pretty open how you go about it. Modes break down into Big Air, Freestyle, Race and Hill Climb, which in turn open up bike-based insanity via Bus Jumping, Wall of Death and Fire Tunnel minigames.

Bottom Line: You'll recognise some of the 16 playable riders from EA's lacklustre *Freekstyle* but that doesn't mean that Midway are trotting out a clone - especially when you factor in the less race orientated approach.

ANTICIPATION ★★★

EXPECTED UK
AUTUMN

ALIAS

The Idea: The first title from Acclaim in recent months that's actually sparked more than a mumble from the team. It's the game of the TV series where the remarkably fit Jennifer Garner cut her screen teeth - and what a perfectly formed bunch of pearlers they are - while playing reluctant super spy Sydney Bristow.

Best Features: Girl spy... Now what could that concept possibly lead coders to come up with? Hmmm... Perhaps a stealth based third-person action adventure with some combat and a broad range of hi-tech weaponry? Too obvious *surely?* Well, that's exactly what you're going to be getting plus some tasty locations. Oh and the obligatory latex catsuit for the purists (read perverts) out there.

Bottom Line: The TV series has a solid following, but Acclaim's last try at third-person was the average *Shadowman 2*. So our middle names 'caution' for the time being.

ANTICIPATION ★★

FIRST! LOOK

EXPECTED UK LATE 2003

GLADIATOR

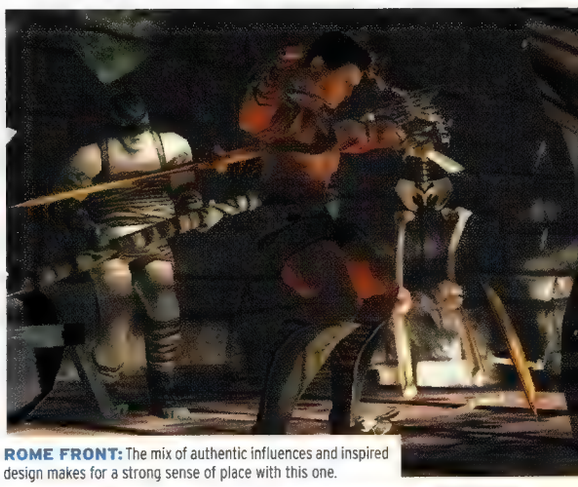
Roman holiday? Well, there's only been a couple of months since we featured *Gladius* here, so perhaps it'd be more accurate to view this as a city break sucking car fumes outside the Coliseum. If nothing else, it just goes to show how influential Gladiator was when it hit the big screen back in 2000. Three years later and... whaddya know? Chariot racing and toga wearing galore.

The Idea: Unlike Activision's title, the central character here doesn't *own* a gladiator school, instead he's unfortunately imprisoned within one. He's a slave, you see, forced to fight for a mad Emperor through modified sections of ancient Rome.

Best Features: The levels look huge and apparently come filled with booby traps, but that's not the only twist to this combat heavy adventure. There's a Blood Meter that – once topped out – opens up a greater, more lethal range of impressive finishing moves. Plus there's the ability to improve your skills RPG-style, which results in a further expansion of your battle options. All well and good so far, we reckon, but it's the – straight out of Jason and the Argonauts, this – 'raising of the dead to fight alongside you' feature that's really got us screaming "No, I am Spartacus!" Call up your bony troop of armed skeletons and then go after heavyweight bosses like the Cyclops.

Bottom Line: Possibly this will outclass *Gladius* thanks to the fights being in realtime, but we have to admit our interest in anything that comes wearing sandals is already starting to wane.

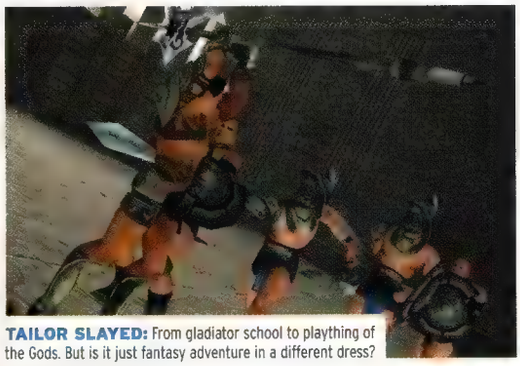
ANTICIPATION ★★★



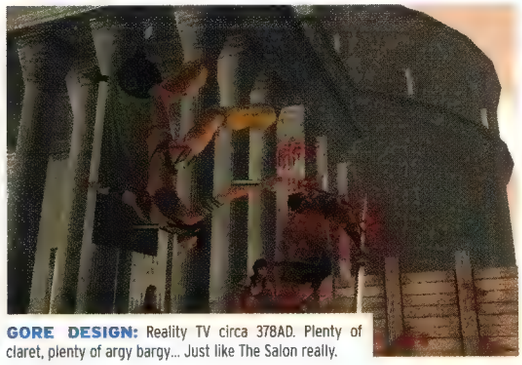
ROME FRONT: The mix of authentic influences and inspired design makes for a strong sense of place with this one.

"CALL UP YOUR TROOP OF ARMED SKELETONS AND THEN GO AFTER BOSSES LIKE THE CYCLOPS"

T'RIFFIC BONES: Not only does the Blood Meter give you cool finishers, it also lets you raise the dead.



TAILOR SLAYED: From gladiator school to plaything of the Gods. But is it just fantasy adventure in a different dress?



GORE DESIGN: Reality TV circa 378AD. Plenty of claret, plenty of argy bargy... Just like The Salon really.

MARSH 'UNS: The Bayou level sees you flipping above the swamps of Louisiana.

POP DECK: The boat is drivable in both the single and multiplayer, and its handling is incredibly convincing.

TRACK ME UP: Get up to speed and you can grind round that rollercoaster.

HAWK OF THE TOWN: When the balance meter's this good, why change it?

AIR TODAY: Trick big for the high scores and to line yourself up for another series of boat-free grinds.

EXPECTED UK JUNE

WAKEBOARDING UNLEASHED

Does the idea of a boat on a rope lead to instant fears of restrictive water-skiing behind a pedalo? Well, put them – like your wake – behind you. This is Activision we're talking about, so at least we're guaranteed a half decent level of extreme action.

The Idea: What sport? Who? How? OK, we'll admit this doesn't have the same draw as Mr Hoffman or Mr Hawk, but pick it up on a whim and you'll discover a tidal wave of stuff to skim across.

Best Features: No-one can do water better than Activision. It looks beautiful, and the way it buckles and bows proves essential for gaining big air. Launch yourself off any of the peaks and you're flung into a landscape filled with grinds and ramped surfaces to trick off. The smart touch is that there's someone on the boat with the most accurate tow-line launcher ever created. One quick tap of a shoulder button and you can immediately detach or re-attach yourself to your ride, as long as you've got enough momentum to stay in range. Beyond that, though, you're looking at pretty much the same formula as the rest of the O_2 brand – ie, a list of increasingly difficult challenges that have to be completed against the clock.

Bottom Line: So, who's going to go for it? Even with the *Hawk* proven two-player catches of Tug of War and Horse, we're still not sure if this'll attract. But, if you're looking for some liquid refreshment over the sunny season, we reckon you could do a lot worse than give this a look.

ANTICIPATION ★★★

EXPECTED UK MAY

ROBIN HOOD DEFENDER OF THE CROWN

The Idea: The hooded man returning from the annals of videogaming to resurrect that blend of strategic thinking and pad pounding that wowed the Atari ST owning public.

Best Features: As well as the duelling and castle storming, Cinemaware have now included jousting and treetop ambushes to up the incentive to don tights. Away from the minigames things are definitely better looking but remain relatively untouched as far as gameplay is concerned. You're still presented with a map of England that you have to try and control while balancing your coffers against recruitment.

Bottom Line: One for the retro heads, not the masses.

ANTICIPATION ★★

EXPECTED UK MAY

THE TRANSFORMERS GENERATION ZERO

The Idea: The only thing standing between mecha civilisation and a world ruled by the evil Decepticons is your robot squad and their ability to turn into domestic and military vehicles – oh and dinosaurs and a stereo.

Best Features: As far as we can tell, all your old favourites have been reanimated right down to Optimus Prime. Up to now, though, we've only seen shots of the robot versions in action. Worrying in itself, as if they can't transform we could be looking at a mech title with a licence stapled on.

Bottom Line: Both Dan and Milf can hardly contain their excitement which makes rating this one tricky. Chunky fingers crossed it comes in as a better version of *Robotech Battlecry*.

ANTICIPATION ★★★

EXPECTED UK TBC

THE HOBBIT

The Idea: One sunny day in Hobbiton, Bilbo Baggins encounters a bandwagon driven by an old man with a beard. Could it be Gandalf? No, it's Peter Jackson towing a stack of children's cash!

Best Features: Well, it's got Hobbits in it, and dragons along with 29 other enemy types, and a big battle at the end, and everything... So, Lord of the Rings fans should be chipper, although there are some notable departures from the book. Here Bilbo arrives with five upgradable abilities and miniquest that sees him hunting for every Stonelord in the land – whatever the frick they might be.

Bottom Line: Vivendi's *LOTR* was a reasonable if stilted affair, so we're expecting much the same from this prequel cum-sequel.

ANTICIPATION ★★

EXPECTED UK TBC

PRO BEACH SOCCER

The Idea: Footie for those who like the stench of sweat mixed with the burning sensation of really hot sand.

Best Features: It's cruel, but the best feature here is... the fact that we've actually got a chance to warn people about just how bad it is. No-brainer goal scoring, cramped pitches, and a total absence of ambient sound effects. What? You really want us to continue? Physics that make the ball seem more like a balloon and cynically 'street' soundtrack devoid of any big up respect. Even the inclusion of choice tropical locations and seven international teams can't pull this back from the edge.

Bottom Line: Not all bad, but the only thing that's really going to save this is a one way trip back to the drawing board.

ANTICIPATION ★

DON'T MISS THIS!

RETURN OF THE JAK! SORRY. NO, WE'RE *REALLY* SORRY.

UNMISSABLE REVIEWS

Final Fantasy 10-2
Dancing Stage Megamix
Freedom: The Battle for Liberty Island
Silent Hill 3
Dark Chronicle
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(*You might see these games on the shelves before PSM2 #36 arrives. We recommend you hold on to your cash until you read our reviews...)

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"PSM2: IT'S KNOCKOUT!"

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Hola mis amigos! My Lords, Ladies and Gentlepeasants – veritable welcome-i-tudes to this, the *grrr*andest of occurrences. From the blossom-white bosom of Benidorm on the majestic Costa Blanca, 'tis the very first... ha-ha-ha-hur-heh-heh-heh... the er, first... hah-haaah-*haaaghhh*... he's gone! *First* United European States PSM2 challenge. Who the devil will prove victorious? Tender viewer, *you* decide. Now – to the teams!

GRAND-BRETAGNE

Here we go. The British, *Hahh-haaaaa-haaa haaaa-hur-hur-haaaa*... Look at them! Just *hah-ha-hoooo* look at them! An invigorating blend of the finest English, Welsh and Darlington beans destined to produce the brew for success, surely? *Hah-hah-hah*... Bring home the trophy, boys – and Esther. Bring it home...
WATCH OUT FOR... Them playing their Joker (Coppock) in 'Nuns on the Drum'.

POLAND

First doffing their jester hats to the Spanish crowd are the colourful Poles. A six-strong team lead by the exuberant Darek, these wholesome chaps and chapess deliver exquisite PSM2 advice to Poland's finest PlayStation 2 gamers. Delightable!
WATCH OUT FOR... These guys dressed as giant rubber trolls in the zany 'Truck 'n' Troll' event. *Heh-heh-heh-heh... I c-can't s-speak!*

CZECH REPUBLIC

And here come the Belgians! No, no, I *hah hah haaaa*, I see the flag now. *Heh-heh-heh*... It is, in fact, the Czechs. Watching the way they interact with each other is reminiscent of an episode of 'Charles In Charge' – only here, *Jan* is in charge. Lovely stuff.
WATCH OUT FOR... The one in the glasses. He's their secret weapon.

LE FRENCH! LE FRENCH!

Clad neck to pelvis in the finest traditional costume of their home world come the gastronomic sons of genteel France. Headed up by Laurent, the team lack any players of the female persuasion. Shame. French girls are lovely.
WATCH OUT FOR... 'Hatch of the Day'. We've already seen them catching sponge eggs in practice – what a treat.

PORTUGAL

Hah-hah-haaaahh-ooh-ohh-haaaaaa ... The generous footballing powerhouse of Portugal. Jade Goody might not be able to speak 'Portuganese', but we can. Look at those issues!
WATCH OUT FOR... 'Penguin Parade'. Their event. *Their* event.

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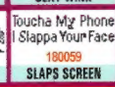

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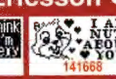

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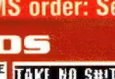

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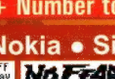

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SMS order: Send LOGO + Number + Make to 87010 (eg: LOGO 131762 SIEMENS)

POP

SPIRIT IN THE SKY - Dr & The Medics	112480
DIRRTY - Christina Aguillera	112256
SKATER BOI - Avril Lavigne	112306
CLOCKS - Coldplay	112439
THE KETCHUP SONG - Las Ketchup	112176
BEGIN TO WONDER - Dannii Minogue	112429
YEAR 3000 - Busted	112344
THE CHEEKY SONG - The Cheeky Girls	112313
SOUNDS OF THE UNDER... - Girls Aloud	112332
IF YOU'RE NOT THE ONE - D Bedingfield	112311
JUST A LITTLE - Liberty X	111935
CRY - Kym Marsh	112496
BLACK BETTY - Tom Jones	112487
INCREDIBLE - Darius	112430
LOST WITHOUT YOU - Delta Goodrem	112492
SORRY SEEMS TO ... - Blue & Elton John	112317
FAMILY PORTRAIT - Pink	112301
CAN'T GET YOU OUT OF MY HEAD - Kylie	111388
DANGER HIGH VOLTAGE - Electric Six	112358
FEEL - Robbie Williams	112293
THE TIDE IS HIGH - Atomic Kitten	112029
ONE LOVE - Blue	112223
SHAPE - Sugababes	112421

REGGAE

GIMME THE LIGHT - Sean Paul	112422
NO WOMAN NO CRY - Bob Marley	111331
HEY SEXY LADY - Shaggy*	112245
STREET LIFE - Beanie Man	112413
IT WASN'T ME - Shaggy	111118
ANGEL - Shaggy	111114
JULIE - Shaggy & Ali G*	111666

URBAN

MUNDIAN TO BACH KE - Panjabi MC	112342
DY-NA-MI-TEE - Miss Dynamite*	112026
DON'T MUG YOURSELF - The Streets*	112273
HEARTLESS THEME - Heartless Crew*	111942
WHERE THE STORY ENDS - Blazin' Squad	112337
DREAMER - CK and Supreme Dream Team	112357

HIP HOP

03 BONNIE & CLYDE - Jay Z feat Beyonce	112327
8 MILE - Eminem	112376
HEY MA - Cam'ron	112386
BUMP BUMP BUMP - B2K feat P Diddy	112355
SUPERMAN - Eminem	112427

DANCE

MOVE YOUR FEET - Junior Senior	112441
YOU'RE A SUPERSTAR - Love Inc	112329
HEAVEN - DJ Sammy	112229
TRUE - Jaimeson	112390
ILL BE YOUR ANGEL - Kira	112409
I WANNA DANCE WITH... - Flip N Fill	112334
LOLIPOP - DJ Alligator Project	112478
POSSE - Scooter	112282
ONE OF MY KIND - Rogue Traders vs INXS	112483
THE WAY - Divine Inspiration	112345
SHAKE YOUR SHIMMY - Porn Kings vs ...	112463
RHYTHM IS A DANCER - Snap vs CJ Stone	112485
TRICKY - Run DMC vs Jason Nevins	112498

NU METAL

THE ANTHEM - Good Charlotte	112493
SMOOTH CRIMINAL - Alien Ant Farm	111377
IN THE END - Linkin Park	111489
LIFESTYLES OF THE RICH... - Good Charlotte	112388
NO ONE KNOWS - Queens Of The Stone Age	112309
SHE HATES ME - Puddle Of Mudd*	112163
SOMEWHERE I BELONG - Linkin Park	112442
STILL WAITING - Sum 41*	112307
TAINTED LOVE - Marilyn Manson*	111888
GIRL ALL THE BAD... - Bowling For Soup*	112042

ROCK

CAN'T STOP - Red Hot Chilli Peppers	112404
SWEET CHILD O MINE - Guns And Roses	111258
LIVING ON A PRAYER - Bon Jovi	111376
BROWN EYED GIRL - Van Morrison	111327
JUST LIKE A PILL - Pink	112149
HOW YOU REMIND ME - Nickelback	111671
BAT OUT OF HELL - Meatloaf	111286

DISCO

DANCING QUEEN - ABBA	111111
KUNG FU FIGHTING - Carl Douglas	111419
I WILL SURVIVE - Gloria Gaynor	111382
YMCA - Village People	111435
STAYIN ALIVE - Bee Gees	111415
LOVE FOOLOSOPHY - Jamiroquai*	111691

R&B

WORK IT - Nelly feat. Justin Timberlake	112423
STOLE - Kelly Rowland	112346
NU FLOW - Big Brovaz	112232
I MISS YOU - Aaliyah	112369
SCANDALOUS - Mis-Teeq	112444
THUG LOVIN - Ja Rule & Bobby Brown	112308
OK - Big Brovaz	112367
LIKE I LOVE YOU - Justin Timberlake*	112241
AIR FORCE ONES - Nelly	112362
HOT IN HERE - Nelly*	111977
HIDDEN AGENDA - Craig David	112368

80'S

YOU SPIN ME - Dead Or Alive	112491
ONE STEP BEYOND - Madness	111278
SUMMER LOVIN - Grease	111159
COME ON EILEEN - Dexys	111112
TAKE ON ME - A-HA	111130
SIMPLY THE BEST - Tina Turner	111406
LOVE SHACK - B 52's	111475
ITS NOT UNUSUAL - Tom Jones	111179

FOOTBALL

YOU'LL NEVER WALK ALONE - Liverpool*	111351
GREAT ESCAPE - Sheffield Wednesday	111354
NEWCASTLE ANTHEM - Newcastle*	111357
GLORY GLORY - Man UTD*	111353
BLUE IS THE COLOUR - Chelsea*	111348
3 LIONS - Baddiel & Skinner*	111494
MARCHIN ON TOGETHER - Leeds*	111350
VINDALOO - Fat Les	111349
WERE ON THE BALL - Ant and Dec	111958
HOU'L LET THE DOGS OUT - Liverpool	111355

1 call gets 3 ringtones

M JACKSON - 119936
Bad
Beat It
Billie Jean

IBIZA 2002 - 119931
It Just Wot Do - *Tim Deluxe*
Just The Way You Are - *Milky*
LK (It's The Way) - *DJ Marky*

NU METAL - 119924
Rollin - Limp Bizkit
Crawling - Linkin Park
Loves Me Not - Papa Roach

EMINEM - 119915
Real Slim Shady
Stan
Purple Hills - *D12*

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THEMES

MISSION IMPOSSIBLE	111121
ONLY FOOLS AND HORSES	111369
ROCKY	111141
ROCKY - Jogging Theme	112481
SCOOBY DOO	111142
PHOENIX NIGHTS	112364
THE A TEAM	111115
KNIGHT RIDER	111127
SEX AND THE CITY	111673
MAIN THEME - Star Wars	111125
MUPPETS	111134
JAMES BOND	111119
AXEL F - Beverley Hills Cop	111601
WINNIE THE POOH	111613
MATCH OF THE DAY	111126
FRIENDS	111152
HARRY POTTER*	111548
THE OFFICE	112363
RAINBOW*	111562
FORMULA ONE*	111610
INDIANA JONES	111466
FRAGGLE ROCK*	112382
THE SWEENEY	112436
BIG BROTHER*	111342
MINDER	112435
633 SQUADRON	111608
MINDER - INTRO Theme	112434
BENNY HILL	111139
JAWS	111603
DALLAS*	112381
PINKY AND THE BRAIN*	111607

*Denotes Monophonic only

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